

Spalding's Athletic Library

How to Catch.



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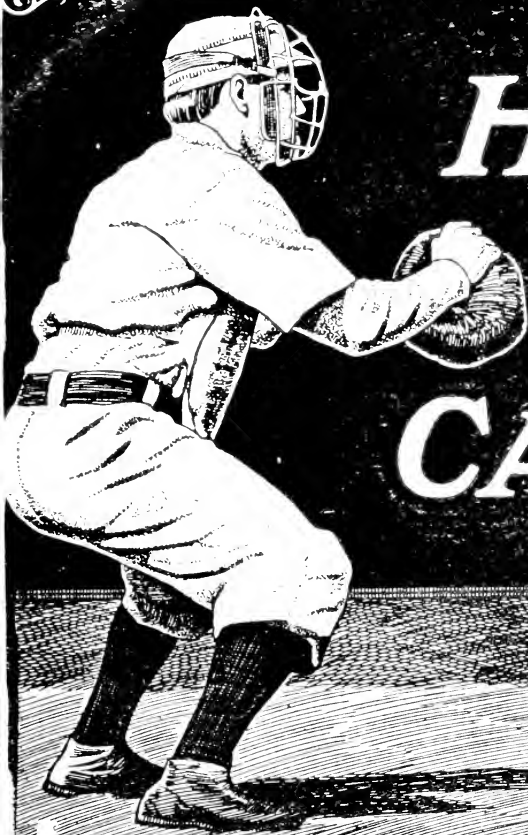


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HOW TO CATCH

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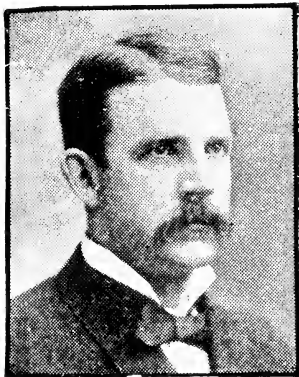


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Spalding's Athletic Library



A. G. SPALDING

Anticipating the present tendency of the American people toward a healthful method of living and enjoyment, Spalding's Athletic Library was established in 1892 for the purpose of encouraging athletics in every form, not only by publishing the official rules and records pertaining to the various pastimes, but also by instructing, until to-day Spalding's Athletic Library is unique in its own particular field and has been conceded the greatest educational series on athletic and physical training subjects that has ever been compiled.

The publication of a distinct series of books devoted to athletic sports and pastimes and designed to occupy the premier place in America in its class was an early idea of Mr. A. G. Spalding, who was one of the first in America to publish a handbook devoted to athletic sports, Spalding's Official Base Ball Guide being the initial

number, which was followed at intervals with other handbooks on the sports prominent in the '70s.

Spalding's Athletic Library has had the advice and counsel of Mr. A. G. Spalding in all of its undertakings, and particularly in all books devoted to the national game. This applies especially to Spalding's Official Base Ball Guide and Spalding's Official Base Ball Record, both of which receive the personal attention of Mr. A. G. Spalding, owing to his early connection with the game as the leading pitcher of the champion Boston and Chicago teams of 1872-76. His interest does not stop, however, with matters pertaining to base ball; there is not a sport that Mr. Spalding does not make it his business to become familiar with, and that the Library will always maintain its premier place, with Mr. Spalding's able counsel at hand, goes without saying.

The entire series since the issue of the first number has been under the direct personal supervision of Mr. James E. Sullivan, President of the American Sports Publishing Company, and the total series of consecutive numbers reach an aggregate of considerably over three hundred, included in which are many "annuals," that really constitute the history of their particular sport in America year by year, back copies of which are even now eagerly sought for, constituting as they do the really first authentic records of events and official rules that have ever been consecutively compiled.

When Spalding's Athletic Library was founded, seventeen years ago, track and field athletics were practically unknown outside the larger colleges and a few athletic clubs in the leading cities, which gave occasional meets, when an entry list of 250 competitors was a subject of comment; golf was known only by a comparatively few persons; lawn tennis had some vogue and base ball was practically the only established field

EDITORS OF SPALDING'S ATHLETIC LIBRARY

sport, and that in a professional way; basket ball had just been invented; athletics for the schoolboy—and schoolgirl—were almost unknown, and an advocate of class contests in athletics in the schools could not get a hearing. To-day we find the greatest body of athletes in the world is the Public Schools Athletic League of Greater New York, which has had an entry list at its annual games of over two thousand, and in whose "elementary series" in base ball last year 106 schools competed for the trophy emblematic of the championship.

While Spalding's Athletic Library cannot claim that the rapid growth of athletics in this country is due to it solely, the fact cannot be denied that the books have had a great deal to do with its encouragement, by printing the official rules and instructions for playing the various games at a nominal price, within the reach of everyone, with the sole object that its series might be complete and the one place where a person could look with absolute certainty for the particular book in which he might be interested.

In selecting the editors and writers for the various books, the leading authority in his particular line has been obtained, with the result that no collection of books on athletic subjects can compare with Spalding's Athletic Library for the prominence of the various authors and their ability to present their subjects in a thorough and practical manner.

A short sketch of a few of those who have edited some of the leading numbers of Spalding's Athletic Library is given herewith:

JAMES E. SULLIVAN



President American Sports Publishing Company; entered the publishing house of Frank Leslie in 1878, and has been connected continuously with the publishing business since then and also as athletic editor of various New York papers; was a competing athlete; one of the organizers of the Amateur Athletic Union of the United States; has been actively on its board of governors since its organization until the present time, and President for two successive terms; has attended every championship meeting in America since 1879 and has officiated in some capacity in connection with American amateur championships track and field games for nearly twenty-five years; assistant American director Olympic Games, Paris, 1900; director Pan-American Exposition athletic department, 1901; chief department physical culture Louisiana Purchase Exposition, St. Louis, 1904; secretary American Committee Olympic Games, at Athens, 1906; honorary director of Athletics at Jamestown Exposition, 1907; secretary American Committee Olympic Games, at London, 1908; member of the Pastime A. C., New York; honorary member Missouri A. C., St. Louis; honorary member Olympic A. C., San Francisco; ex-president Pastime A. C., New Jersey A. C., Knickerbocker A. C.; president Metropolitan Association of the A. A. U. for fifteen years; president Outdoor Recreation League; with Dr. Luther H. Gulick organized the Public Schools Athletic League of New York, and is now chairman of its games committee and member executive committee; was a pioneer in playground work and one of the organizers of the Outdoor Recreation League of New York; appointed by President Roosevelt as special commissioner to the Olympic Games at Athens, 1906, and decorated by King George I. of the Hellenes (Greece) for his services in connection with the Olympic Games; appointed special commissioner by President Roosevelt to the Olympic Games at London, 1908; appointed by Mayor McClellan, 1908, as member of the Board of Education of Greater New York.



WALTER CAMP

For quarter of a century Mr. Walter Camp of Yale has occupied a leading position in college athletics. It is immaterial what organization is suggested for college athletics, or for the betterment of conditions, insofar as college athletics is concerned. Mr. Camp has always played an important part in its conferences, and the great interest in and high plane of college sport to-day, are undoubtedly due more to Mr. Camp than to any other individual. Mr. Camp has probably written more on college athletics than any other writer and the leading papers and magazines of America are always anxious to secure his expert opinion on football, track and field athletics, base ball and rowing. Mr. Camp has grown up with Yale athletics and is a part of Yale's remarkable athletic system. While he has been designated as the "Father of Foot Ball," it is a well known fact that during his college career Mr. Camp was regarded as one of the best players that ever represented Yale on the base ball field, so when we hear of Walter Camp as a foot ball expert we must also remember his remarkable knowledge of the game of base ball, of which he is a great admirer. Mr. Camp has edited Spalding's Official Foot Ball Guide since it was first published, and also the Spalding Athletic Library book on How to Play Foot Ball. There is certainly no man in American college life better qualified to write for Spalding's Athletic Library than Mr. Camp.



DR. LUTHER HALSEY GULICK

The leading exponent of physical training in America; one who has worked hard to impress the value of physical training in the schools; when physical training was combined with education at the St. Louis Exposition in 1904 Dr. Gulick played an important part in that congress; he received several awards for his good work and had many honors conferred upon him; he is the author of a great many books on the subject; it was Dr. Gulick, who, acting on the suggestion of James E. Sullivan, organized the Public Schools Athletic League of Greater New York, and was its first Secretary; Dr. Gulick was also for several years Director of Physical Training in the public schools of Greater New York, resigning the position to assume the Presidency of the Playground Association of America. Dr. Gulick is an authority on all subjects pertaining to physical training and the study of the child.



JOHN B. FOSTER

Successor to the late Henry Chadwick ("Father of Base Ball") as editor of Spalding's Official Base Ball Guide; sporting editor of the New York Evening Telegram; has been in the newspaper business for many years and is recognized throughout America as a leading writer on the national game; a staunch supporter of organized base ball, his pen has always been used for the betterment of the game.

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TIM MURNANE

Base Ball editor of the Boston Globe and President of the New England League of Base Ball Clubs; one of the best known base ball men of the country; known from coast to coast; is a keen follower of the game and prominent in all its councils; nearly half a century ago was one of America's foremost players; knows the game thoroughly and writes from the point of view both of player and an official.



HARRY PHILIP BURCHELL

Sporting editor of the New York Times; graduate of the University of Pennsylvania; editor of Spalding's Official Lawn Tennis Annual; is an authority on the game; follows the movements of the players minutely and understands not only tennis but all other subjects that can be classed as athletics; no one is better qualified to edit this book than Mr. Burchell.



GEORGE T. HEPBRON

Former Young Men's Christian Association director; for many years an official of the Athletic League of Young Men's Christian Associations of North America; was connected with Dr. Luther H. Gulick in Young Men's Christian Association work for over twelve years; became identified with basket ball when it was in its infancy and has followed it since, being recognized as the leading exponent of the official rules; succeeded Dr. Gulick as editor of the Official Basket Ball

Guide and also editor of the Spalding Athletic Library book on How to Play Basket Ball.



JAMES S. MITCHEL

Former champion weight thrower; holder of numerous records, and is the winner of more championships than any other individual in the history of sport; Mr. Mitchel is a close student of athletics and well qualified to write upon any topic connected with athletic sport; has been for years on the staff of the New York Sun.

MICHAEL C. MURPHY



The world's most famous athletic trainer; the champion athletes that he has developed for track and field sports, foot ball and base ball fields, would run into thousands; he became famous when at Yale University and has been particularly successful in developing what might be termed championship teams; his rare good judgment has placed him in an enviable position in the athletic world; now with the University of Pennsylvania; during his career has trained only at two colleges and one athletic club, Yale and the University of Pennsylvania and Detroit Athletic Club; his most recent triumph was that of training the famous American team of athletes that swept the field at the Olympic Games of 1908 at London.

DR. C. WARD CRAMPTON



Succeeded Dr. Gulick as director of physical training in the schools of Greater New York; as secretary of the Public Schools Athletic League is at the head of the most remarkable organization of its kind in the world; is a practical athlete and gymnast himself, and has been for years connected with the physical training system in the schools of Greater New York, having had charge of the High School of Commerce.

DR. GEORGE J. FISHER



Has been connected with Y. M. C. A. work for many years as physical director at Cincinnati and Brooklyn, where he made such a high reputation as organizer that he was chosen to succeed Dr. Luther H. Gulick as Secretary of the Athletic League of Y. M. C. A.'s of North America, when the latter resigned to take charge of the physical training in the Public Schools of Greater New York.

DR. GEORGE ORTON



On athletics, college athletics, particularly track and field, foot ball, soccer foot ball, and training of the youth, it would be hard to find one better qualified than Dr. Orton; has had the necessary athletic experience and the ability to impart that experience intelligently to the youth of the land; for years was the American, British and Canadian champion runner.



FREDERICK R. TOOMBS

A well known authority on skating, rowing, boxing, racquets, and other athletic sports; was sporting editor of American Press Association, New York; dramatic editor; is a lawyer and has served several terms as a member of Assembly of the Legislature of the State of New York; has written several novels and historical works.



R. L. WELCH

A resident of Chicago; the popularity of indoor base ball is chiefly due to his efforts; a player himself of no mean ability; a first-class organizer; he has followed the game of indoor base ball from its inception.



DR. HENRY S. ANDERSON

Has been connected with Yale University for years and is a recognized authority on gymnastics; is admitted to be one of the leading authorities in America on gymnastic subjects; is the author of many books on physical training.



CHARLES M. DANIELS

Just the man to write an authoritative book on swimming; the fastest swimmer the world has ever known; member New York Athletic Club swimming team and an Olympic champion at Athens in 1906 and London, 1908. In his book on Swimming, Champion Daniels describes just the methods one must use to become an expert swimmer.



GUSTAVE BOJUS

Mr. Bojus is most thoroughly qualified to write intelligently on all subjects pertaining to gymnastics and athletics; in his day one of America's most famous amateur athletes; has competed successfully in gymnastics and many other sports for the New York Turn Verein; for twenty years he has been prominent in teaching gymnastics and athletics; was responsible for the famous gymnastic championship teams of Columbia University; now with the Jersey City high schools.



CHARLES JACOBUS

Admitted to be the "Father of Roque;" one of America's most expert players, winning the Olympic Championship at St. Louis in 1904; an ardent supporter of the game and follows it minutely, and much of the success of roque is due to his untiring efforts; certainly there is no one better qualified to write on this subject than Mr. Jacobus.



DR. E. B. WARMAN

Well known as a physical training expert; was probably one of the first to enter the field and is the author of many books on the subject; lectures extensively each year all over the country.



W. J. CROMIE

Now with the University of Pennsylvania; was formerly a Y. M. C. A. physical director; a keen student of all gymnastic matters; the author of many books on subjects pertaining to physical training.



G. M. MARTIN

By profession a physical director of the Young Men's Christian Association; a close student of all things gymnastic, and games for the classes in the gymnasium or clubs.



PROF. SENAC

A leader in the fencing world; has maintained a fencing school in New York for years and developed a great many champions; understands the science of fencing thoroughly and the benefits to be derived therefrom.

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Contains records of all kinds from the beginning of the National League and official averages of all professional organizations for past season. Illustrated with pictures of leading teams and players. Price 10 cents.

No. 1C—Spalding's Official Collegiate Base Ball Annual.

Contains matters of interest exclusively for the college player; pictures and records of all the leading colleges. Price 10 cents.

No. 202—How to Play Base Ball.

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No. 219—Ready Reckoner of Base Ball Percentages.

To supply a demand for a book which would show the percentage of clubs without recourse to the arduous work of figuring, the publishers had these tables compiled by an expert. Price 10 cents.

No. 350—How to Score.

A practical text book for scorers of base ball games, both amateur and expert. The most complete book of instruction on the art of scoring that has yet been published. An appendix includes answers to numerous problems which arise in scoring a game and is of great value in deciding what course to pursue when an intricate point in the rules arises. Compiled by J. M. Cummings. Price 10 cents.

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No. 352—Official Handbook of the National League of Professional Base Ball Clubs.

Contains the Constitution, By-Laws, Official Rules, Averages, and schedule of the National League for the current year, together with list of club officers and reports of the annual meetings of the League. Price 10 cents.

No. 340—Official Handbook National Playground Ball Association.

This game is specially adapted for playgrounds, parks, etc.; is spreading rapidly. The book contains a description of the game, rules and list of officers. Price 10 cents.

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Edited by Walter Camp. Contains the new rules, with diagram of field; All-America teams as selected by the leading authorities; reviews of the game from various sections of the country; scores; pictures. Price 10 cents.

No. 344—A Digest of the Foot Ball Rules.

This book is meant for the use of officials, to help them to refresh their memories before a game and to afford them a quick means of ascertaining a point during a game. It also gives a ready means of finding a rule in the Official Rule Book, and is of great help to a player in studying the Rules. Compiled by C. W. Short, Harvard, 1908. Price 10 cents.

No. 324—How to Play Foot Ball.

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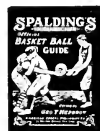
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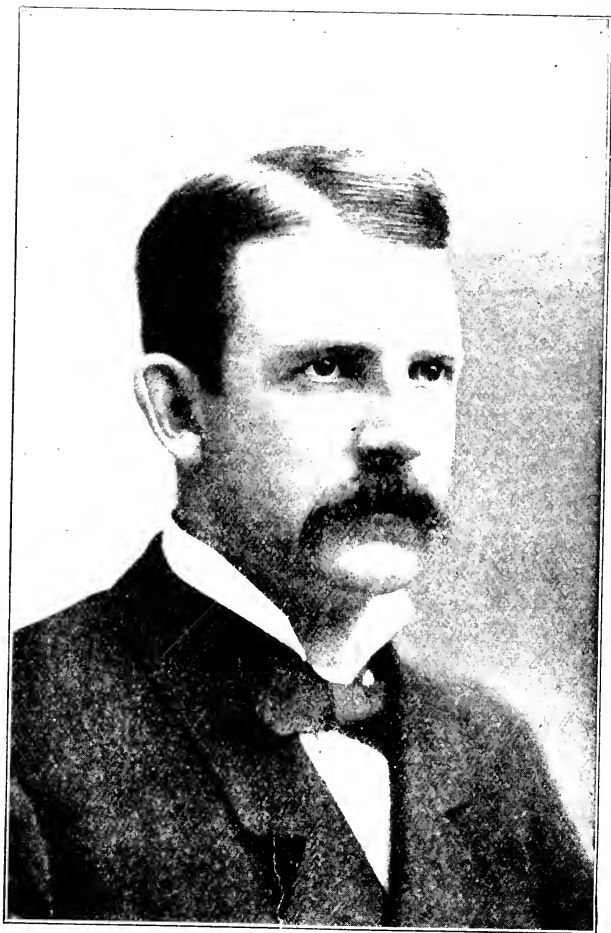
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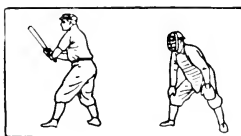
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GROUP I

No. 229

Section 1
" 1000 1000 1000"

HOW TO CATCH



NEW YORK
AMERICAN SPORTS PUBLISHING COMPANY
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INTRODUCTION

Give a manager of experience his choice of one first-class player around which to build a team and he will choose a catcher.

If you wish to become the hardest worked member of a team, put on a mask, protector and big mitt and get behind the bat. You will get little credit for a good part of your work, but will be doing more for the success of the team than any single member of it, provided you hold down the position properly.

No team in the history of the game has ever been a success without a catcher ranking among the first flight, and sustained success is impossible without one. Wilbert Robinson had more to do with the phenomenal success of the three-time pennant-winning Baltimore Orioles of 1894, 1895 and 1896 than the superficial observer would be apt to imagine. Jack O'Connor was one of the men who made Pittsburg a pennant winner and when he left, the Pirates were dealt a blow which told in 1904 when the old pitchers had left the team or ceased to be effective. Lou Criger and Farrell made the Boston team a pennant winner and after that world's champions. With Johnny Kling the Chicagos were pennant winners. Without him it lost the flag. Roger Bresnahan was prominent in New York's pennant winning. And the rule that a good catcher goes far toward making a good team, goes back to the time when a catcher wore no gloves and was known by his broken and gnarled hands, though he was not of as much importance then as he is now so far as brain work was concerned.

The reason for the importance of a good catcher can more easily be understood when his position is taken into consideration. He is the only player who has a view of the entire field at all times and who is in a position to see everything that goes on. He is at the point where all of the fielding interests centers with a batter up, and his signals can be seen by all of his own players while invisible to the opposing ones.



CATCHER DOOIN.

Even the pitcher is dependent upon the catcher for his success to no small extent. Upon the catcher falls the duty of signaling what kind of a ball is to be pitched. It is to him that a young pitcher owes much of his success or failure. An older pitcher may protect himself to some extent by refusing to pitch a ball called for by the catcher and giving his own signals for another, but one who is new to the game must place reliance on his receiver. Even an older pitcher will find it to his advantage to allow the catcher to decide upon what is to be pitched, as the latter has a better chance to judge the batter than the pitcher. On a major league team young talent must be broken in right along to take the place of that lost, and an old and experienced catcher is of untold value in this work.

The catcher is the first man on the team to see incorrect playing in the field and he must have the entire team well in hand. With men on bases he must plan plays to catch the runners and signal the infield accordingly. In the meantime he must be working the batter. A catcher of the right sort must be the concentrated brain power of the team. Besides this he must do his share of the mechanical work, some of the hardest on the team. He must stand up in front of swift pitching and hard-driven fouls, and on foul flies he must do work which requires fleetness of foot and a good eye.

With all of the hard work the only plays for which a catcher gets much credit are throwing to a base to catch a runner and catching foul flies. These are the only ones which are spectacular and they go to make up but a small per cent. of the work which brings real success behind the bat.



A New York-Chicago National League game at Chicago; Kling catching.

THE KEY-NOTE OF CATCHING

John J. Kling, the famous catcher of the Chicago Cubs, gives the following advice on playing his position:

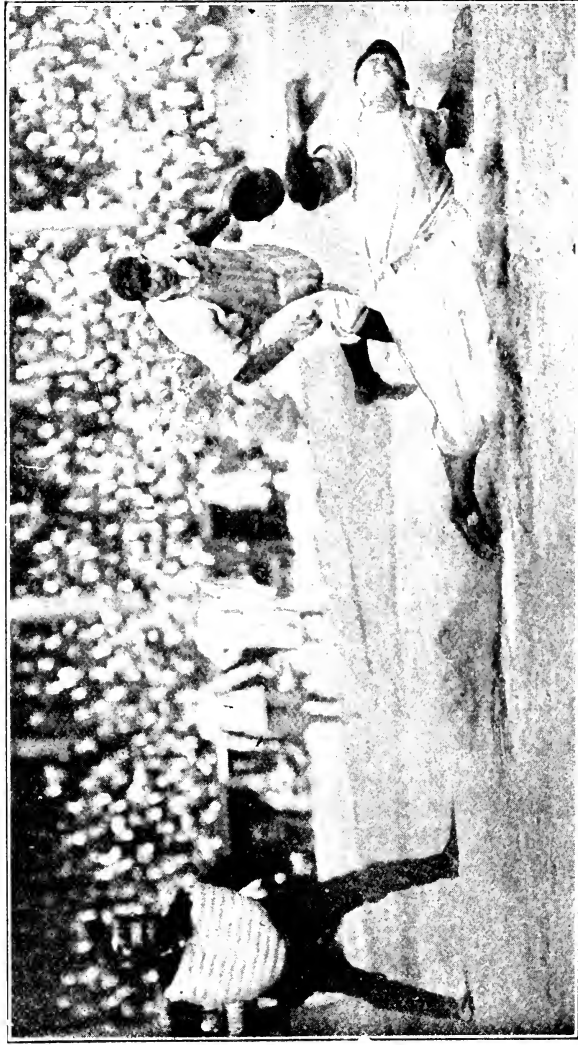
The secret of intelligent, successful catching must ever be in detecting the batter's weakness and signalling the pitcher to take full advantage of it.

Some batters have many weaknesses, some have few, while the batting kings have apparently none at all, but the aspiring catcher can depend upon it that there has never been and never will be a batter so great as not to have some vulnerable point.

The catching position is one, therefore, that calls for a constant battle of wits between its occupant and the man standing in the batsman's box. You may talk about your throwing, your ability to stop bad deliveries and your blocking runners from scoring at the plate, but all of these things, while decided essentials in the work of the catcher, pale into insignificance when compared with the ability to keep the batsman from hitting safely. Every batter is endeavoring to make a safe hit and the more the catcher materially aids in preventing him from accomplishing that laudable purpose, the fewer chances he will have to test his throwing ability or his skill in tagging a runner as he endeavors to slide under or swerve around the waiting ball and cross the plate.

In ninety-nine cases out of one hundred, it is the catcher's duty and privilege to signal the kind of ball the pitcher should deliver to the batsman. The importance, then, of the catcher signalling for the most effective ball for that particular batter and at that particular time can readily be seen. And how can the catcher act blindly—on mere guess work? In taking his place behind the bat, the first thing a catcher should do is to try to discover the batter's weakness and then signal to the pitcher accordingly.

Should the batsman come to the plate showing signs of trying to place the ball in right field—an intention the alert catcher will



The above shows a scene in the World's Championship Series of 1908. Kling, the Cubs' catcher, is about to touch Ty Cobb, of the Detroit team, who is making a desperate attempt to score.

soon detect by noting the position in which he stands—he should signal the pitcher to pitch inside and high. Should the batsman give indications of trying to place a hit in left field, have the pitcher deliver the ball on the outside. This method of procedure “crosses” the batsman most effectively.

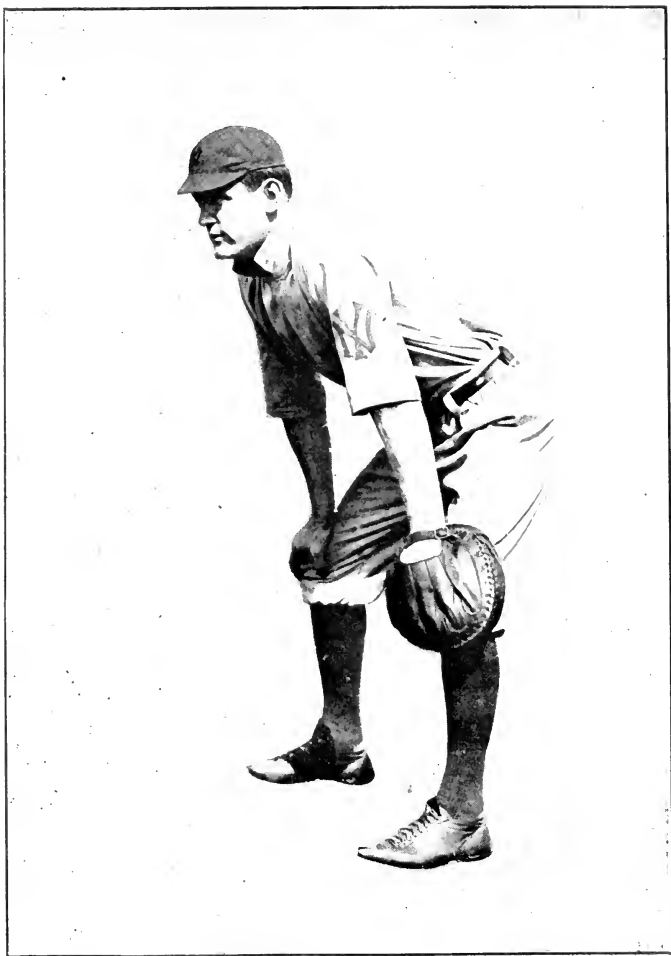
Now, this is only one form of displaying headwork, and headwork is the thing that makes a catcher successful. He must first have the natural qualifications for the position, of course, but much of the mechanical skill shown by a catcher comes only after careful study. With all of the natural qualifications, there can be no real success without good headwork. Before the present scientific game came into existence headwork may have been of less importance, but every catcher knows how important it is at the present time.

The catcher must be to a large extent in command of the game. His position forces this upon him, as he is the only one who can command a view of the entire game. On him must always rest to no small extent the duty of engineering plays while the opposing team is at bat and upon the success of these depends much of the team's success. If a catcher weakens at a critical point there is but little hope of winning, as errors by him are not only costly but they will unsteady the team as well.

A catcher must have a good eye and a clear head at all times. The mechanical work behind the bat is enough to keep him busy, but in addition to that he must know all about inside work and keep this information where he can call upon it at a second's notice. He must be able to see the move of a base runner which indicates his intention to try for another base and keep in touch with the infield to prevent a steal or cut off a hit and run play.

The most notable instance of the effectiveness possible occurred during the World's series with Detroit in 1908, when three men were caught off the bases and not a ball was hit.

Davy Jones was on third, Schaefer on first and Cobb at the bat. Schaefer attempted to steal second. As the ball was pitched wide, a bluff throw was made to head off Schaefer, but instead Davy Jones was nipped off third.



SWEENEY.

The next ball pitched was a "ball," making two balls on the batter. As Schaefer was taking a big lead off of second, Brown, who was pitching, pitched out and a snap throw was made to Evers, who caught Schaefer off the bag. That made three balls for the batter and as the next ball was a bad one, Cobb walked. He attempted to steal second on the first ball pitched to the succeeding batsman, and was caught stealing.

The foregoing instance is only notable because of the unusual number of consecutive put-outs made by quick thinking and action. The catcher's daily work is full of such instances, mostly of a separate nature. Upon his ability to think and act quickly depends the success of his team in each game to a very large extent.

In addition to all of this the catcher must keep the pitcher going at top speed and use his abilities to the best advantage. The exacting work of a catcher is one of the reasons why few of the younger generation of ball players are coming out as first-class men.

The natural qualifications for a catcher do not place so much of a limit on a youngster trying for the position. A catcher to be successful, however, must be a stoutly-built chap or he will not stand the hard knocks he is constantly getting without being forced to remain out of the game a great part of the time owing to injuries. A good arm is one of a catcher's most valuable assets and his chances for success with a poor one are nil. The strain on a catcher's arm is almost as severe as that on the pitcher's, owing to the quick snap he is forced to use. If you have a good arm take care of it. Many players injure themselves by cutting loose in the spring before their arms have had a chance to toughen up. Take it easy until you feel sure of yourself and then the danger of getting a sore arm will be reduced to the minimum.

In conclusion, the best advice to give a young catcher is to take the best care of himself. Perfect physical condition has not a little to do with success, and if you take care of yourself during the time between the seasons you will be in better condition during the season.



LOU CRIGER,

VIEWS OF A VETERAN

BY LOU CRIGER.

A good arm and a good head are the two things which go together to make a good catcher. One is of no great use without the other—but combined, they insure success. A good arm frequently fails because the brain to use it is lacking. This is true not only in running the game but in developing your throwing as well. A good many catchers have arms that are perfectly sound and which give them no trouble, yet they fail to use them to the best advantage owing to a failure to study out the best way in which to handle themselves.

To a light man headwork is of even more importance than it is to one built on stouter lines. The latter can take more hard knocks without being injured and forced out of the game while a lighter built man must do quick thinking when he takes chances with a runner at the plate. "Sand" is one of the things a catcher must be long on, but even if he is, it will do him no good if he does not avoid being hurt whenever he can do so. Fearlessness is one of the things which will prevent a catcher from being injured, provided it is coupled with a cool head and clear judgment, but mere rashness does little good.

Headwork in a catcher is of the utmost value to his team. A catcher who knows his own players and those of the opposing team can pull off plays which would be impossible without that knowledge. This is especially true in regard to the opposing batters. A catcher is in a good position to tell what a batter is doing and a little headwork will frequently result in an easy out or even a double play when there are men on bases. Try to trick a batter into looking for a certain kind of ball. Then call for another and there is a good chance of sneaking a strike over. Constant study is necessary in order to know your batters, as



BEMIS.

young players are constantly being brought out, and even old ones may learn a new trick.

In handling base runners a good understanding with your fielders is essential. You cannot work tricks to catch a man off base at all unless you know the men with whom you are working and have confidence in them. A hard feat for a catcher to perform is to catch men off first or third. Good condition plays an important figure in the game and this is best gained by taking good care of oneself at all times. During the playing season it is sometimes hard to keep from going stale in hot weather, but this will not worry a young catcher unless he is in a position where he is worked steadily.

The catching position is not one that is recommended for one who expects an easy task, but for anyone really interested in the game it offers attractions that overcome the disadvantages. There is plenty to keep a thinking catcher busy all of the time, and success is in a large measure its own reward even where salary is not a consideration.



GRAHAM.

PRIME REQUISITES

In the first place the catcher must have a good arm. Having that, he should develop a snap throw, a quick, short snap of the arm from the shoulder. This style of throw is excellent to catch base runners and it would be a good idea for young catchers to practice it. In throwing to base one thing to avoid is taking too wide a step. The backstop wants to keep himself close together, as it were, and be in a position to make a quick throw to any base. You have better control of yourself that way, and for throwing to second especially you get the elevation you need for the long speedy throw.

The accuracy of the catcher's throw sometimes depends on how the ball comes to him. The right foot is the pivot in throwing, and while the step is generally useful for throwing to all of the bases, the throw can be made to first or third without taking it. As previously said, it depends a good deal on how you get the ball.

A catcher must have a clear head and be alert constantly. Also he must be a thinker. He thinks while he is behind the bat, and between innings he is thinking of who the opposing batters are in the next inning and how to deal with them. He must watch the batsmen as they come up and the men on the bases, if there are any. It is the catcher's business to study the batsmen and learn what they can hit and what their weaknesses are. There are some batters who are hard to fool on anything, but all of them have a little weakness of some sort.

Activity on the feet is a prime requisite. The backstop has to move for a pitched ball quickly if it is wide, and he must be ready to make that move. Another thing: Don't move too quickly—that is, too soon. If you do that, in the case of a pitch-out, for instance, you are only telegraphing the base runner what is doing.



CARRIGAN.

When a new batter comes to the plate, one whom you don't know what kind of a ball he can hit, feel him out. If he hits a high fast one and shows that he likes it, try him on something else the next time. You'll soon find out what he likes and doesn't like.

It is a good plan for the budding catcher to pick out some first-class backstop to watch, study and copy. Practice in going after foul flies—something the catcher has to look after a great deal in a ball game—is a valuable thing to do every day. He should never neglect getting lots of practice in going after them.

The catcher is the main point of a team in defensive work. Knowing the batters as he does, or should, it is his duty to direct the fielders where to stand. Particularly does he direct a new fielder on his team where to play for the different batters. His eyes is on the whole arrangement of his fielders and on the individuals. He must also know the strength and weaknesses of his own pitchers, know what the different pitchers can do, study their curves and the effectiveness of them as applied to the different batters.

Backing up is something a catcher has to do now and then, but there are times when he mustn't go away from the plate and leave it uncovered. The only time he should back up is on a double play, but then not when there is a runner on second base or third base. In such an event, if the throw to first goes wild, the runner on second or third will come home if the plate is uncovered. There is enough exertion for the catcher without his tiring himself by a great deal of backing up.

In stopping plays at the plate, touching runners there, it has been found that if the ball gets to the catcher before the runner arrives, the catcher has time to shift his feet and get them out of the way of the runner. Of course, if the ball and runner arrive at the same time, the catcher must hold his ground. If the runner slides for the plate, it is a good plan to slide with him—fall with him, that is, and in the same direction. It protects the catcher from the runner's shoe plates in case they collide.



GIBSON.

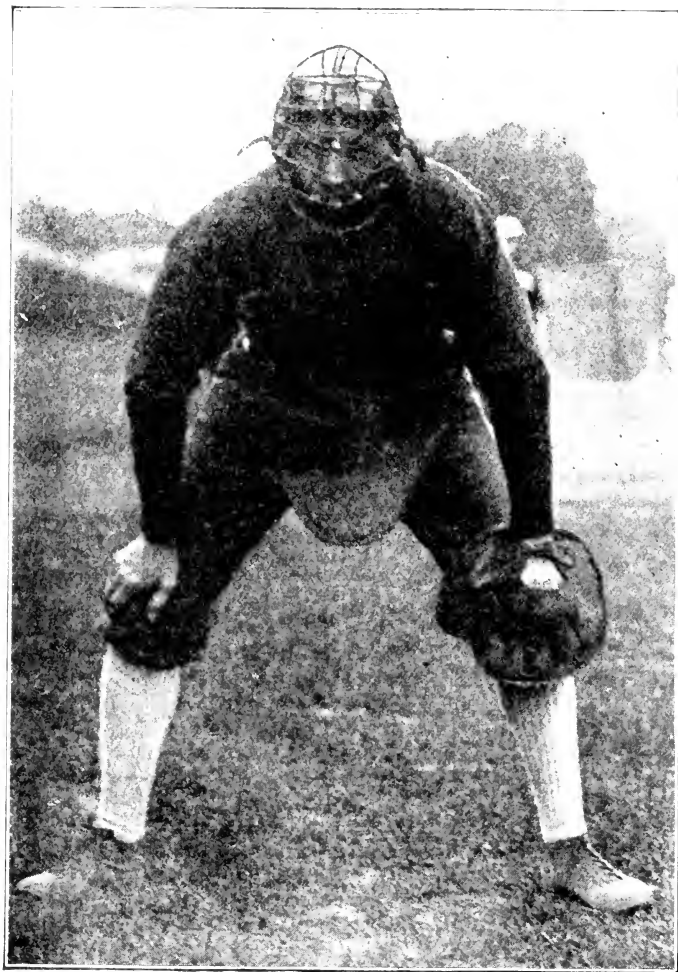
QUALIFICATIONS NECESSARY

Size and weight are important qualifications behind the bat. Small, light men have but little chance and should try for some other position where the probabilities for success are greater. A tall man of spare build may succeed, but even here success is doubtful. The best men behind the bat are those of solid build and a man weighing under 150 pounds stripped will succeed better elsewhere. The weight is required in order to stand up under the constant fire of the pitcher, in steadying oneself for throws to second and in withstanding the rough usage a catcher gets at the plate from base runners. The place where the most desperate chances are taken by the runners as a rule is at the home plate and the catcher must stand the brunt of this.

Absolute fearlessness is one of the cardinal qualities of a great catcher and with this he must have a cool head, quickness of thought and action and a good eye. A catcher with these qualities is the making of a team. A good arm is an essential, but even some of those who have great ability in throwing when the bases are empty fall down with men on the bases. A quick, snappy throw is required of a catcher and this can only be accomplished by leaving out the full swing used in throwing in the field. Most of the work is done by the arms with the assistance of the shoulders. Here is where weight comes in, as it gives a solid foundation for the throw.

Extremely heavy men are still seen behind the bat but they are disappearing from the major leagues. Speed is a desirable quality in a catcher just as much as in any other player and weight is a hindrance to this. A fast man, other things being equal, will always be given the preference over a slow one, owing to his ability to get foul flies and run the bases.

Summed up, the ideal catcher is one weighing, say, 160 or 170 pounds, and well proportioned. If you are inclined to be heavy it is the best position for which you can try and the one in which you are most likely to prove successful.



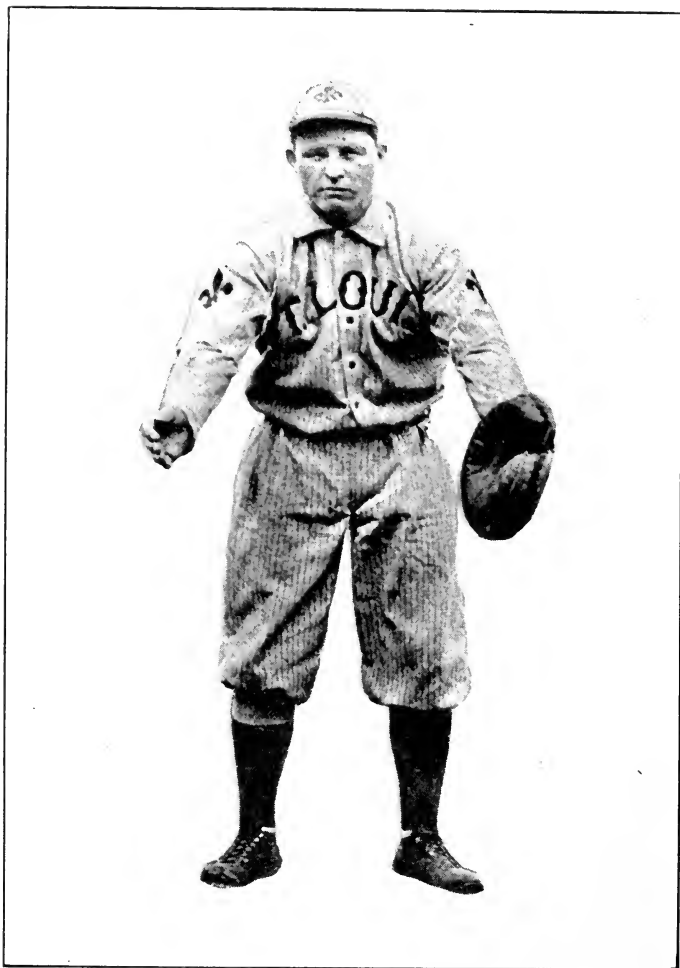
BILLY SULLIVAN.

REGULAR PLAYING POSITION

Your position behind the bat must be such that you can handle pitched balls without danger of them getting away from you and also be in a position to cover the bases when there are runners on them. The rules require the catcher to stand directly behind the plate even when there is no necessity for this.

The catcher has two positions. The first is used before the ball is pitched and its main purpose is to exchange signals with as much secrecy as possible. In this, crouch well down with the feet together and hold the mitt in the angle formed by your body and thighs. If the hands and body are held right you can signal in such a way that your signs can be understood by your own pitchers and fielders without their being seen by the coaches of the other team. If there is a runner on second, however, you will have to be more careful, as he can see signals made in your mitt. Signals can then be exchanged by holding the hands up just in front of the eyes and making signs from under the mitt in such a way that they will be concealed from even your own players excepting the pitcher. Be sure to let your own fielders know what is coming in some way.

The second position is the one taken as soon as your signal has been understood and accepted. Stand up with the body leaning forward and the glove and ungloved hand extended toward the pitcher. Be sure not to turn in the direction in which you expect the ball to come, as this will give the batter an idea of what to look for. The hands should be held almost in line with the two edges of the plate so that your pitcher will know accurately the location of the latter without looking down at the rubber itself. The feet should be spread far enough apart to give you a firm stand, but do not sprawl out to such an extent as to prevent your jumping to either side or into the air with the greatest amount of speed.



STEPHENS.

From this position you can handle wide pitches to either side of the plate or make a jump for a high-thrown ball. It will also allow you to start fast in getting foul flies. In throwing to base you can step out to either side with ease and send the ball down to the base with the least amount of delay. In setting yourself always pay attention to which side of the plate the batter stands and set yourself so as to be able to throw from the opposite side.

In handling flies the main thing is to get a quick start. Never use both hands to pull off your mask. The latter should not be held on the head so tightly as to make getting it off at all difficult. Learn to flip your mask off with one finger and send it to your rear where you will not be hampered by stepping on it. A quick start is even more important than great speed after you get going, owing to the number of fouls which drop but a little way from you, attaining but little height.

Catchers differ in their method of getting the ball away for a throw to the bases. Some of them take time to place the ball in their hand with the aid of the glove before throwing. Others throw the ball just as they catch it without any particular attention as to the grip they get. Always try to catch the ball in such a way that you will be able to get it firmly in your grasp, but unless you find that you cannot throw accurately without placing the ball, it is well not to pay too much attention to this latter. It loses a fraction of a second, which is precious, and unless you have a very fast throw it will lose out for you.



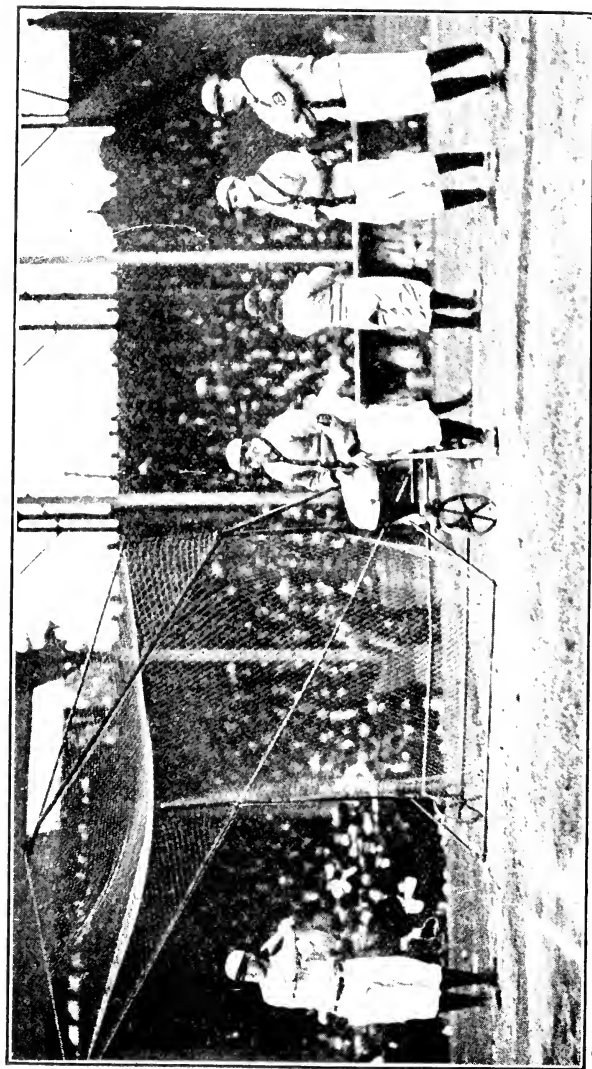
BERGEN

CATCHERS' INSIDE WORK

Your most important business is to fool the batter and to do this you must study your batters and base runners and keep posted on changes in the game. You must know what kind of a ball your batter can hit best and where his weak point lies. Even if he is weak on a certain ball it is seldom safe to give him too many of these or he will lay for one. Mix up your signals and especially is this the case when you are up against a batter you do not know.

In working a batter there are some rules which it is safe to be guided by in case you do not know what your batter can hit. Straight balls are the ones easiest to hit and they should only be used after you have tried something else as a rule. The only case where the first ball called for should be a straight one is where a batter has the habit of letting the first ball pitched get past him. For a left-hand batter there is nothing safer than a curve, as a left-hand batter will kill a straight ball, as a rule. On the other hand, slow balls when mixed in with speed are extremely hard to hit and if hit they offer easy opportunities to the fielders as a rule. Balls inside of the plate close in to the batter are also hard to hit and all of the varieties just mentioned are good ones to use on an unknown batter. Mix them up, however.

In order to fool the batsman signals must be used and upon their correct use depends much of the catcher's effectiveness. Signals vary all the way from the placing of your fingers on the glove in a certain way to the most complicated systems of using three or four signals for the same kind of play. The simplest kind of signals are the best, provided they can not be seen and interpreted by the batsman or coaches. Be sure that you have your signals perfected and that the pitcher and other members of the team are thoroughly familiar with them. A misunder-



Detroit team using their batting cage, to practice batting before the commencement of a game; McIntyre batting.
Van Oeyen, Photo.

standing at a critical point will lead to serious results unless the signals are well understood all around.

In using signals mix them up with headwork. Try to lead the batter into guessing wrong as to what you have signaled for. The pitcher can refuse a signal if he wants to and if you have an understanding with him you get him to refuse three or four signs and then signal for the original one. This gets the batter to guessing and that is what you want him to do. If you think the batter is on to one of your signals give it rather openly and then instantly change to another in such a way that he does not see it. Get all of your signals off fast, as this prevents their being readily read by the opposing players, but be sure you are understood before the pitcher delivers the ball. In connection with this you can sometimes mislead the batter by taking a position to catch a ball which you do not intend to have pitched. Leaning over to one side or the other will fool some batters into believing that the ball is coming to that side of the plate.

In connection with your signal work, and while not actually related to it, there is the work of keeping the batter interested in something else than hitting the ball. If you can get a batter who will talk to you or who can not stand being talked to, that is your chance. Try to divert his attention from the pitcher—for the moment his entire attention is not given to the pitcher and ball, he is much easier to fool. Do anything you can legitimately to attain this result.

In connection with signal work there is the placing of the fielders. The outfielders should be able to place themselves for batters, but if they do not, and the pitcher does not do this work himself, it is up to you. Use signs easily read by the outfielders or even wave them to the positions you desire them to occupy. The infielders can watch your signals to the pitcher and place themselves accordingly.



MEYERS.

WORKING FOR BASE RUNNERS

Of importance only secondary to working the batter is working for base runners. A good arm is necessary in this, but without a clear head and an ability to think quickly even the former will be of little use. The catcher's duty is to keep the batter and base runner from working together and thus break up offensive team work. In order to do this with success he must know both the batter and runner and their capabilities.

The catcher's problem in preventing base stealing begins the minute a man reaches first. If there are no outs and the score is close the chances are for a bunt with the idea of sacrificing the man to second rather than an attempt to steal. Under these conditions signal for pitches in next the batter or fast low ones over the plate so that the batter will find it hard to control his bunt. With one out and a fast man on first a steal is to be looked for. Watch your runner and if you think he is going down signal to the pitcher for a ball well out from the plate so that you can whip the leather to second. Sometimes the runner is looking for this on the first ball pitched and he will also fail to go down on the second. He will be pretty sure to try it on the third in that case, and you had better take another chance and call for a third wide one. This play is risky with but one man out, as the batter may wait it out and get a base on balls, but with two down it is the correct play.

With two men out a steal is almost certain to be tried, and here it is a case of playing for the runner more than the batter. The idea of working over wide ones until the runner takes a chance is a good one here unless you have a batter with an extra good eye and you think the man on first is so slow that he has been given instructions to wait it out as long as possible.

When a runner does start to steal, straighten up quickly, take a small step forward and away from the batter and snap the ball



STREET.

hard and fast. The quickness with which you get the ball away has as much to do with success in catching base runners as the speed with which it is thrown. Throws should reach second low and well inside of the bag. If the shortstop and second baseman are watching your signals one or the other will be there to get the ball, the one depending upon which you have signaled to. The matter of signaling to cover second must be governed by the way the batter is likely to hit the ball and the capabilities of the men at short and second. When you are laying for a runner give your signal so that the man who is to cover the bag will know that an "out" is to be pitched and there is no danger of the ball being hit.

In throwing to first to catch a man napping off that bag always signal the first baseman and be sure that he understands what you are going to do. Then signal for an "out" and snap the ball to first quick. Never let the base runner know what you are trying for—especially if you are trying to catch a man napping off any of the bags. With a man on second there is not so much danger of a steal, but keep your eyes open and make sure that the runner does not catch you napping. With men on first and second and an attempt to steal, hustle the ball to third and then back up behind the third baseman while the run down is being made.

With men on second and third the only thing to watch out for is the man at third.

Now we come to the most difficult situation a catcher has to face in handling base runners—the one with a man on first and one on third. Coolness, judgment and a good knowledge of the base runners are required here for success. All catchers do not play the same way at this point but the most logical one takes into consideration the batter who is up. With a poor batter up make a bluff to throw to second in order to draw the man at third off the bag and then try to catch the latter. This will allow the man at first to go down but you can then devote your attention to the batter. With a good man at bat throw to second. If the man at third starts home the shortstop should take the throw inside of second and hurry it back to the plate. If he does not,

The Washington Monument Feat

Twice the Washington monument has been "taken" by the ball player.

As two of them have conquered the Washington monument, placed it completely at their command as it were, it is no longer considered impossible.

Ball players had essayed to catch a ball dropped from the monument before Charles Street, catcher for the Washington club, was finally successful in 1908.

Street, accompanied by some friends and fortified with the consent of the United States authorities, quietly made his way to the monument and prepared for the test. One of his companions climbed to a little window far above the surface of the earth, and threw the ball to the ground. First he dropped it, and after that he tossed it. Twelve times Street failed to catch the ball. On the thirteenth attempt he succeeded in holding it, and after many years the fiction that no human being was able to catch a ball dropped from that height, was exploded.

After Street's success William D. Sullivan, catcher for the Chicago American club, conceived the idea that he could catch a ball dropped or thrown from the monument, and decided that he would make the effort to equal the feat in which Street had been successful.

On August 24, 1910, with a party of friends from the Chicago American League club, among them pitcher White of the team, he went to the monument.

In the first efforts the ball was dropped to Sullivan, but this did not seem to be satisfactory, owing to the fact that the wind carried it to one side.

Dr. White, the Chicago pitcher, therefore announced to Sullivan that instead of dropping the ball he would toss it from the window with force.

Not until the twenty-fourth ball had been thrown was he able to hold it. After that he caught two more both of which were tossed from the monument with some force by White.

The distance was 542 feet.



— CHARLES STREET,
Washington Club, American League.

WM. D. SULLIVAN,
Chicago Club, American League.

PHOTOS BY HARRIS & EWING, WASHINGTON, D. C., AND C. M. CONLON, NEW YORK.

the second baseman takes the throw and tries for the man going down from first. This is the scientific way of handling the play, but it takes perfect work to insure success.

This brings us down to catching base runners at the home plate, and a catcher's sand and grit are brought out here. You must know how a man slides for home on close plays. If he comes in head first it is an easy matter to get him, but if feet first you must take your chances. If you have plenty of time you can fool your man by side-stepping as he comes past and tagging him, but you must be well toward third in doing this so as to be sure his feet do not cross the plate before the ball touches him. Some runners are timid and you can bluff them out of sliding into you, while others pay no attention, and these are the ones you want to watch for. On close plays you have got to take your chances with the base runner and stand whatever may be the consequence.

When a runner tries to score from third on a hit or out to the outfield the catcher must watch out for wide or low throws. If there is another man on the base besides the one trying to score you must use headwork in trying to get him, provided you fail to catch the man at the plate. On a single to the outfield, where a man tries to score from second and the throw is too slow to catch him, run in on the ball and whip it to second. If a throw is partly fumbled the runner will frequently try for an extra base, and if you keep your head you can sometimes catch him.



ROGER BRESNAHAN,
Manager of the St. Louis Nationals, whose work behind the bat
was a big feature in New York's success. Note his shin guards
which he was the first to introduce into base ball.

BEHIND THE BAT

BY ROGER BRESNAHAN,

Formerly of the New York Giants, and now Manager of the
St. Louis Nationals.

Many young players, who would make good catchers, have been deterred from trying for the position for fear that they might be injured. Broken fingers and split hands are not so much a drawback, for reason of any pain that may result, as they are for a possible physical deformity. Occasionally a young player is heard to say that he doesn't care to become a catcher because an enlarged finger joint may interfere with his penmanship in later life, or spoil his chances of enjoying himself with some musical instrument of which he is fond.

So far as this is concerned, the modern appliances for protecting the catcher have so well eliminated the possibility of injury that the man who plays in the position is in no more danger than the first baseman, or, for that matter, other infielders.

Almost all catchers have learned to receive the ball in such a manner that the gloved hand bears all the hard work. No matter how great the speed of the pitcher, the glove is such a well padded cushion that the shock of collision, when the ball meets the glove, is felt but little on the surface of the palm, and it is quite out of the question to sting the fingers as was the rule in days of old. The catcher speedily learns to "give" with the ball, and to use the ungloved hand, not as a buffer, but as a hinge to clasp over the ball at the moment of contact with the gloved hand to hold it firmly.

Occasionally the ball happens to be so deflected by coming into contact with the bat that it shoots to one side, and as the eye is not quite quick enough to gauge its flight the ungloved hand may get the full impact before the catcher has time to shift

himself to meet the changed direction. Once this was common, but now it is the exception rather than the rule, and while the catchers of old days show hands which are badly twisted, with many joints gnarled and swollen, the catchers of the present time are much better off in that respect, and probably will continue to improve in expertness as new generations begin to take part in the game.

There are many young players who would become catchers if they were sure of not becoming crippled, but the protection is so greatly improved over what it was in the past, that in the near future players will undoubtedly go from the beginning to the end of the year without being laid up once because of injuries, unless through some refractory foul. Often it has been hard in the past to organize amateur teams because of the difficulty in getting a catcher. If amateurs will take advantage of all that has been done for their benefit in recent years, they will be as willing to play behind the bat as to occupy any other position if they are inclined to become the receivers of the pitched balls.

Inasmuch as the glove has done so much for the catcher it is not out of place to say that it has changed in many details the work of the backstop. The old idea of catching was to fight the ball, to reach out for it, and grab it, almost before the batter had time to strike at it. Now that the catcher and pitcher work in such perfect harmony, owing to the prevalence of good signal systems, the catcher can place his gloved hand almost at the identical spot where the ball will come, and with his ungloved hand he is ready in a moment to grip the ball with firmness and throw it to bases if necessary, to head off some daring runner.

It is not necessary to place both hands in a certain position to receive the ball. Use the catcher's glove, as it is made now, and the beginner will quickly learn that one hand does almost all the work that two did in the old days, while the second, or free hand, is ready for any play which may arise at the moment. Thus it is that all catchers are by necessity and convenience more one-hand catchers than they ever were in the history of base ball.

It will be found that in catching foul flies—one of the most deceptive plays that come to the man behind the bat—the glove is an important adjunct for assistance. It is necessary first, of course, to judge a foul fly successfully. After the catcher is once under it, if he will let the ball drop in his glove, and trap it with his ungloved hand, he will find it much easier to hold than if he makes an effort to make a fair two-handed catch. This is particularly true when the ball happens to be twisting. In years gone by, when the catchers used light gloves, or none at all, the "twisters" that arose behind the bat were a constant irritation. Perhaps one-third of the time the ball would wriggle out of the catcher's hands, no matter how bravely he tried to hold it, and the result would be another life for the batsman.

Using the glove properly, as it is manufactured nowadays, the catcher has but to let it get fairly under the ball, which will lodge securely enough to be easily held by the free hand. The concave surface of the glove seems to act as a deadener to the twist of the high foul fly, and unless the ball is spinning around at an unusually rapid rate, it is not apt to get away.

The glove does not interfere in the least in throwing to bases. On the contrary, its surface is so ample that it gives the catcher a chance to get a good firm grip on the ball, as it is received by him, and he is in position to throw the very moment in which he draws back his arm and hand.

STUDYING THE PITCHER

A heady catcher will study the pitcher he has to handle. No two pitchers are the same and an effective ball for one may not be at all effective for another.

Every pitcher has some particular delivery in which he is especially strong. Play your signals accordingly. Even if a certain delivery is best for a given batsman it may not be one that your pitcher can use effectively. When in a tight place, if at all consistent with good play, call for something at which your pitcher is particularly good and in which he has confidence. Confidence is no small point and with it a pitcher is more likely to get away with the play than if he is uncertain.

You must know the temperament of your pitcher to get the best work out of him. Some pitchers are naturally sluggish and unless you get them working they are likely to make a bad start. Hustle such pitchers along until they get into their stride. More pitchers are inclined to be nervous, however, at the start of a game. Handle the ball slowly and do what you can to keep your pitcher going evenly in this case. After the first inning or two the nervousness will wear off as a rule, but if the game takes a turn for the bad it is likely to return.

When a pitcher is getting hit you cannot handle one the same as another. The moment some pitchers become aware that you are trying to delay the game in order to give them a chance to steady down the worse they get. Then you must try tricks. Get a shoe unlaced or hurt your finger so as to gain a delay and take the pitcher's mind off the game. Frequently this will be enough to give the pitcher a chance to settle down and finish out in good shape. Most pitchers will be glad to take advantage of any delay you cause in order to give them a chance to regain their bearings.

Sometimes a pitcher will insist upon putting over a certain kind of ball continually. This is bad, but so long as the batter is missing the ball by a good margin the danger is not so great. Try to get him to vary his pitching, and if the batter is coming close to the ball make him change no matter what he thinks. Curve balls are much harder to pitch than any other kind and the wear on a pitcher consequently greater. Therefore do not call for too many curves but mix these with other styles of delivery. If a pitcher has an underhand delivery you can rest him up some when he gets tired from throwing overhand by giving signals for balls which are more easily pitched in the first-named way.

THE CATCHER AS A THROWER

When the runner gets on first base he is told to watch the pitcher, that he may know when to take a start to steal second. Every runner is cautioned to study the pitcher, in order that he may be familiar with every motion which he makes, so as not to be caught napping by some unexpected turn on the part of the man who has the center of the diamond to himself.

But while the runner is watching the pitcher, it is the duty of the catcher to watch the runner, and if the catcher has his heart in the game, it will not take him long to discover when the runner is really about to leave first or second, as the case may be, for the next base.

It is certain that a catcher must not only have the ability to throw, but he must be gifted with the power of throwing well and must also have the knack of throwing when he is not in a perfect position.

For instance, suppose the catcher has signed for an outcurve, and as occasionally happens in the heat of a game, the pitcher mistakes the signal, or by some slip of the foot when he delivers the ball, sends it to the batter in such a manner that the catcher must make a long reach and a quick jump to get it. At the same time the base runner takes it into his head to try for the next base. The catcher, in such an emergency, cannot wait to straighten to his full height, or to brace himself on both feet, but must send the ball from some awkward angle in such a manner that the baseman can get it. To do this requires the art of getting the ball away with speed, either by snapping it or throwing overhand—and it doesn't matter which method is employed so long as the ball is sent to head off the runner.

Every catcher can do this if he will only accustom himself to throw with a free arm. Too many catchers learn to throw in a cramped position, being filled with the false notion that they

cannot get speed on the ball unless they resort only to that method.

Beginners should learn to throw overhand; underhand, with a snap from the elbow, using the forearm to jerk the ball; with a side arm motion, something like that which is employed by the bowlers in cricket, in fact any way so that they get the ball into the field where it will do some good.

Another thing about throwing as it relates to the catcher is fearlessness. Some catchers are afraid to throw. They are more regardful of their fielding averages than they are of stopping base runners. It doesn't take the runners long to ascertain what men save themselves in that respect. A catcher who will only throw when he receives the ball just where it suits him, will quickly be spotted by veteran players, and amateurs are not long in finding out on what catchers they can take a lead. The catcher who will get the ball away on the instant, whether it happens to be perfect enough to retire the runner or not, is the one who is most dreaded by base runners, for they never know when the ball may be directed so perfectly that it will go squarely to its mark.

A catcher should always try to throw, so far as it lies within his power, in such a manner that the man who is to receive the ball will get it on that side of him which is toward the base runner who is approaching the base. It does not take long for catchers to ascertain whether they are likely to put a natural curve on the ball, and when they find that they do so involuntarily, they should do their best to adjust their speed in such a manner that the curve shall reach the required spot near the base, exactly as the pitcher tries to put his curve at a proper distance from the batter.

Catchers should never hesitate to use speed when they can do so in their long throws. In the first place, the ball is apt to carry with more precision. In the second place, there are few basemen who would not prefer to catch a hard throw in preference to one which seems to hold in the air. Swift throws lodge firmly in the glove and the baseman is not embarrassed in trying to hold them. In the third place, the speed of a thrown ball can

beat the speed of the best sprinter, and the catcher should never forget that his part of the game is to try to retire the runners, and do it as quickly as possible, without giving them the slightest opportunity to make the base. Often a fast throw, that happens to be a little low, will bound into the baseman's hands in time to permit him to touch the runner. If the throw had been slow the runner might easily have beaten the ball out.

If the pitcher is inclined to be loggy, return the ball to him with speed. It will wake him up and cause him to put more energy into his game. Some pitchers like to have the ball sent back to them "on the jump." They say that it keeps them active all the time and brings out the best that there is in them. If the catcher is lazy, and tosses the ball back to the pitcher somewhat indifferently, before long you will notice that the whole team which is in the field will become careless and slow. Observe a professional team with a slow catcher and see how great the difference when he is in the box and when there is a lively man behind the bat to keep everybody in motion.

Don't throw the ball when there is no chance to put the runner out. One great fault of young players is their eagerness to get rid of the ball. They want to put it somewhere because they want to get it out of their hands. The first lesson which a young player receives when he begins to play with a professional team is never to throw the ball without a purpose. Learn to time what the ball can do against a runner. It can beat him, as a rule, but can't beat him when the base is almost within his reach, and to try to catch him in such a case may mean that the baseman is not prepared for the throw and a wild throw may result which may cost the game.

No catcher need be troubled with a sore arm, if he will take care that the muscles, from the forearm up, never become strained. If they do feel sore, use a little massage. When beginning to throw the next day try the first attempts easily and increase the force as practice wears on. If players will learn to throw and use all the muscles there will be very few who will not be able to continue in base ball until advancing age stiffens them from natural causes.

(From The New York Times, Sunday, November 13, 1910.)

Psychology of Base Ball Discussed

by A. G. Spalding

BY EDWARD MARSHALL.

"His face is that of a Greek hero, his manner that of a Church of England Bishop, when I talked with him he was a candidate for United States Senator from California, and he is the father of the greatest sport the world has ever known.

"You don't know him? You are unfortunate. There are in the United States at least a million men who do and who will yell at sight of him. I am writing now of A. G. Spalding, and he talked to me, the other evening, of the game's psychology.

"The psychology of Base Ball?" he said thoughtfully. "I confess that the 'psychology of Base Ball' is a new one on me.

"I take it that you are trying to find out what effect the game has on the mind, and what effect the mind has on the game. The general impression among those who do not know, and, although there are several million people in this country who do know, still, there remain a few who don't, is that Base Ball is simply a form of physical exercise which is interesting to watch and to take part in. Those who have played the game know well that it is more—much more. They know that it is quite as much a mental as it is a physical exercise.

"As a matter of plain fact, it is much more a mental exercise than a mere physical sport. There is really no other form of outdoor sport which constantly demands such accurate co-ordination between the mind and body as this National game of ours. And that is rather fine, when you come to think about it.

"Base Ball elevates, and it fits the American character. The emotional and moral as well as the physical side of a man's nature are brought into play by Base Ball. I know of no other medium which, as completely as Base Ball, joins the physical, mental, emotional, and moral sides of a man's composite being into a complete and homogeneous whole. And there is nothing better calculated than Base Ball to give a growing boy self-poise, and self-reliance, confidence, inoffensive and entirely proper aggressiveness, general manliness. Base Ball is a man maker.

"Of course the professional Base Ball player is the one known to the non-playing public; he attracts attention through his superior talent, just as a great actor or a great singer does; but a great actor or great singer may start late, while a Base Ball player cannot. I do not believe there is a single player in the major leagues who had not demonstrated a peculiar fitness for the game, and made a reputation as a skillful player among boy associates, before he was fourteen.

"Yes; certainly the game has its psychology—a part of the fine, healthy, undegenerate psychology of the whole Nation. The professional Base Ball player is no thug, trained to brutality like the prizefighter, no half-developed little creature like the jockey, no cruel coward like the bullfighter. He is the natural development of the American boy's inborn love of manly, skillful, outdoor sport—sport busying brain and body and not harming anyone or anything. The average boy who loves Base Ball is not the sort of boy who loves to go off with a gun intent on killing some poor bird. Base Ball has done a lot to keep the Yankee lad from being brutal.

"And he revels in Base Ball, does this American boy—good luck to him! No one ever has to urge the normal Yankee lad to

participate in this clean game. He takes to it as a duck to water. He knows its rudiments before he learns to read and write. His father played Base Ball before him, and, of this generation, most of his forefathers. And it is a sport which parents may encourage, for it is neither dangerous nor demoralizing.

"The professional Base Ball player is doing more for his native country than anyone engaged in any form of sport has ever done for any country in the past. They say horse racing has resulted in improvement in horse breeding; well, Base Ball has done something better, it has resulted in improvement in man breeding. Aside from giving outdoor recreation to the public, the professional Base Ball player is, by his example, encouraging the boy to healthy sport with which not one unpleasant feature is connected. Little gambling is associated with Base Ball. When the game first started as a professional sport there was an effort made to saddle it with all the gambling features which beset the race tracks—pool selling and all—and from 1870 to, say, 1875, the gamblers practically had control of our professional Base Ball. Every Base Ball park had its betting ring. This made decent people stay away, and interest in the game fell to a low ebb. Every error made was charged to crookedness upon the player's part, and not always, probably, unjustly. William Hulbert of Chicago had become interested in the game, and I explained this all to him. I was actually afraid the game would have to go. He wanted me to take my winning club on from Boston to Chicago, and I told him that I would if he'd clean out the gamblers, and not otherwise. He said he'd try, and he did try, to mighty good effect. That saved the game, undoubtedly, and in the winter of the following year the National League was organized, and has been getting more and more important to the life of all America with the passage of each day since then.

"The elimination of the betting evil was the cornerstone of the success of Base Ball as an exhibition game. The fight against it was a fierce one, lasting four or five years. Then we triumphed, and the cleanest game on earth had been established. No betting, no Sunday playing, no liquor sold upon the grounds! It was a revolution in the world of professional sport. Base Ball is the only game which suits the mighty populace and yet is wholly free from ties to bind it to the gambling and the liquor selling element, whose aim it is to victimize that populace.

"That's part of its psychology—it is clean-souled. Another and important part of it is that it is a leveler. That makes it, in the truest sense, American. It is almost, if not exactly, the same game in all parts of the United States, and nowhere is it cursed by caste. Caste may not wreck a sport in countries where caste dominates the social life, but it would surely wreck Base Ball in this country. That's the finest thing about Base Ball. Its spectators, once they settle in their seats and glue their eyes upon the diamond, are absolutely equalized by their delight in what they see. The laborer, if his seat so placed him as to make it possible, would be pretty apt, in case of a good play, to beat the President upon the back, in his enthusiasm, with a cushion or his hat, and the President would almost surely turn and grin at him. I don't know that that has ever actually happened, but I have known a workingman in jumpers to so lose his memory of social and financial and political rank as to biff thus a grave Senator. It was a fine and significant spectacle, because—note this—the Senator was not offended. He couldn't clear his mind of frantic joy in time to be offended, and, better yet, he would not have been offended if he could have cleared it.

"Right here I ought to explain something. This interview was quite a family affair. Across the room from me sat Mr. Spalding's

nephew—a young scientist—and at my right, upon a couch, was Mrs. Spalding. She is a fit mate for her classically featured husband. She is really very handsome, has a notably delightful voice—soft, cultured, vibrant—and she does what the 'advice to wives' department in the women's magazines always urge young wives to do: she takes an interest in her husband's soul-enthusiasms. Interest? Well, some.

"Men at Base Ball games, all men at Base Ball games, are brethren, equal sharers in whatever joy or woe or protest the great game may bring," said she. "And utterly irreverent. Ban Johnson, the president of the league, was sitting near us in the stand, and a man wanted to make a photograph of him. Did the crowd sit awed and reverent? Not noticeably. That crowd admired Ban Johnson and, in a way, revered him, but the camera man was an obstruction. What a cry went up! 'Too much Johnson! Too much Johnson!' roared instantly unto the vaulted heavens."

"Mr. Spalding smiled at her. 'Two cranks in a family means domestic bliss, if they are both Base Ball cranks,' he commented, thereby adding to his exposition of the game's psychology.

"Any one who blocked a crank's view of the game would meet with instant criticism," he said proudly. "And if Teddy himself were playing and made an error he'd be roasted by the best friends he possessed upon the bleachers.

"But, in spite of this, Base Ball is the most good-natured pastime in the world. Partisans will rave and tear their hair, but how often do you hear that one of them has torn another's hair on Base Ball grounds? In the history of the world no such great crowds have gathered to watch anything the world has ever known—sport or anything else—with so few fights. Base Ball, you see, arouses no brutal instincts. It is a turmoil rather than a battle. It is more a war of skill than a war of strength.

"The game is in the open, too. Twenty thousand people can cluster round a diamond and see every move the Base Ball players on it make. There is no chance for secret cheating, therefore there is no tendency in that direction. It is not alone the umpire who can see what happens on the field, but every newsboy, every millionaire, among the spectators.

"Professionalism has not wrecked Base Ball—it has merely brought about a higher degree of skill in players by offering them an income which permits them to keep up, after they have become men, the sport in which they have excelled as boys. The professional is merely a grown boy, and, in the minds of a large number of his fellows, a very lucky boy at that. His profession is his sport a little glorified. He is the natural outcome of the boy's love for the game—ah, how that same boy loves it!

"And it is the only professional sport I know of which it does not hurt a boy to revel in. He worships the professional who wins, and, doing this, he never worships a plug-ugly or a thug. Drunkards and all other moral undesirables are barred from real success upon the Base Ball field by the very nature of the sport. The men whom the boy 'roots' for are a very decent lot of fellows—such a decent lot of fellows as no other professional sport the world has ever known could show. The professional Base Ball player, by his example, does not encourage his young devotees to anything unworthy. That's a fine detail of our National sport. Parents need not be alarmed if their young sons announce at breakfast some fine morning that they plan to be professional ball players when they reach maturity. In the first place, out of five hundred boys who may express that firm determination, only one, upon an average, will ever make good in a major league, or minor league for that matter, and, in the second

place, that one of the five hundred will not, by making good, prove himself to be anything at all unworthy. Success as a Base Ball player does not plunge a youth into a vicious or a dissipated life, but, on the other hand, insures him from that sort of a career.

"Indeed, lucky is the boy who can develop sufficient skill to get a place on a league team. That means a mighty good salary and a pleasant, clean and healthful life. The professional Base Ball player is no mollicoddle—there are no mollicoddles in the game; but neither is there any room for thugs in it. No training could be more severe than that of the league player. Under the present system of organized Base Ball he must conform to the strictest mental, moral, and physical discipline, and must develop wonderfully in patience, self-reliance, and fair-mindedness. He must keep at the top notch in all these details of fine character if he would keep his position in the game. Ability to take criticism cheerfully is one of the great requisites of real success in any line. I know of no profession which requires of those who win in it the disposition and ability to do this which Base Ball requires.

"Now as to the effect of Base Ball on the mind of the boy player. If a boy is naturally selfish, peevish, or crab-minded the members of the team he plays with will soon knock that out of him or drive him from the team. He won't want to leave the team, for Base Ball, you must remember, is ingrained in his blood. If he is inclined to be hot-tempered, the loss of a few games and the respect of his associates as the result will help mightily toward correcting it. If he is prone to be a cad, to put on airs, to assume a superiority over his fellow-players as a result of the social or financial standing of his family, a little joshing from his fellows on the errors he made upon the field will soon bring him down to earth again. If he is unduly timid and shows cowardice in a pinch, his mates will quickly cure him or eject him. If he is apprehensive, pessimistic—and no trait is more entirely un-American—he will soon lose his place upon the team. The lad who is continually predicting a defeat will not last long in Base Ball. And the beauty of the things is that rarely will he let his faults go far enough to bar him from the game—his love of it is too instinctive and too real. Rather will he let the game correct the faults. And there you are. It's a man as well as a soul builder.

"The psychology of Base Ball? It is the psychology of success.

"I know of nothing which more fitly trains the body, mind, and soul. The game plays havoc with a boy's or man's emotions. In a day the player may well rise to the fine heights of victory and sink to the dark depths of black despair in a defeat. And it must be the one or the other. There is no midway station. The score is 5 to 3. You win or lose, and quickly learn that nothing is accomplished by trying to lay the blame, if defeat comes, upon the umpire or upon your fellow-players. Pleading a sore finger or strained muscle or tendon wins nothing for the vanquished player in his own mind or the minds of his associates. That is a good thing. After many victories, and the defeats which are quite certain to go with them, a player must, of sheer necessity, achieve self-poise, learn to take winning calmly, and lose philosophically. He may well reach that super-point where he looks grave in victory and smiles with hope when he is vanquished.

"Base Ball has for a long time been important in the education of our youth—far more important than most people think—and it is destined to become still more important. The day will come, I think, when all American school authorities will supply

the necessary grounds to play the game on as an essential adjunct to every public school. The game means countless benefits, and not a single danger to the boy who plays it. You may have gathered from what I have already said that I consider it the greatest game on earth. I do, and doing so am proud of my good judgment. There should be Base Ball grounds adjacent to or very near each public school building in the United States.

"Base Ball is the only sport which is severe enough to benefit and not severe enough to overstrain. Base Ball players live to good old ages, almost always. I wish I had the list at hand. The longevity of ex-professionals would surprise you. I myself began to play on the advice of my physician, and I made a business of it in the end."

"I had not asked so very many questions. They had not been needed. Mr. Spalding puts his words across the plate as accurately and as logically as, in the old days, he pitched his balls. But now I asked one.

"Even if the game had not resulted in great wealth and fame for you, would you still be glad you took it up?"

"He laughed. The Greek countenance, framed with white hair, broke into a particularly winning set of wrinkles; the Bishop's face became that of the jolly monk in the world famous picture.

"I'm a candidate for Senator," he said, "and ought not to use slang, but—I—sure—would. Glad? Why, I tell you it meant health to me—the biggest thing of all. It has taken me around the world again, and yet again; it has thrown me into contact with the finest set of men this country ever has produced. It has taught me that humanity is, at the bottom, clean of mind and soul. It has made me a rank optimist—and it has kept me one. It is the only sport on earth.

"I could name a hundred Base Ball players—yes, two hundred and then more—who have become important, worthy, and respected men in later years. There's John M. Ward, for instance. Senator Gorman was a Base Ball player once. John K. Tener, the next Governor of Pennsylvania, was a professional and went around the world with us in 1888. Senator Bulkeley of Connecticut was a player first and then first President of the National League. Base Ball for a few years is one of the best character builders I can think of. An able boy's blood always runs high and the first thing he must learn, if he is to win success, is to control it. Base Ball teaches that, first, last and all the time.

"The game was fortunate from the beginning. It was spread throughout the country by the soldiers returning to their homes after the Civil War. Now it is in its third generation. I hesitate to guess what it will be when it has reached its fourth. The crowds to-day are big; the crowds of future days will be much bigger. Every boy, you see, plays Base Ball, and the players of to-day are the spectators of to-morrow. The human being who has ever got the germ of Base Ball in his blood, whether the infection comes when he is young or after he has reached maturity, never gets it out."

"What effect has your Base Ball record and enthusiasm had upon your candidacy for the United States Senate?" I inquired, really wondering.

"How do I know, yet?" he asked. But then he added: "Give me the Base Ball votes of California and my opponents may have the rest."

"Across the room from me sat Homer Davenport, most famous of the world's cartoonists and himself a Base Ball crank of advanced mania.

"Any man," said Davenport, not looking up from his sketch pad (which Mrs. Spalding, also, was intent upon), "who can

pitch every game, every season, for the Boston team, for five long years, and win the pennant every time, and then go to Chicago and take the pennant with him in his trunk, as Mr. Spalding did, can capture a seat in the United States Senate on wet grounds, with a glass arm in the box and the rooters all against him. The political game is easy when you stack it up against Base Ball. You're talking to a Senator to be, all right.'

"He went back to absorption in his work and Mrs. Spalding flushed with pleasure.

"Has your Base Ball training helped you in your business?" I inquired.

"I never struck anything in business that did not seem a simple matter when compared to complications I have faced on the Base Ball field," said Mr. Spalding. 'A young man playing Base Ball gets into the habit of quick thinking in most adverse circumstances and under the most merciless criticism in the world—the criticism from the bleachers. If that doesn't train him, nothing can. Base Ball in youth has the effect, in later years, of making him think and act a little quicker than the other fellow.

"They have now, in colleges, a course in which they call experimental psychology. The relation between thought and action is recorded by delicate instruments. These instruments, in the psychological laboratories of the colleges, show that the mental reactions of the athletes are quicker than those of any other students. And that of the Base Ball player is quicker than that of any other of the athletes. The sprinter, don't you see, has but to go from place to place. His thought is intent on the one thing—on getting there. The thought of the Base Ball player must take many other things—a thousand things—into consideration. He must think while he is going.

"Folks marvel at the great throngs which attend important Base Ball matches. They really need not be wondered at. The public likes the game, and, more than that, it knows that this one game, of all sports, is certain to be absolutely on the square. The spectators have been players, most of them, and understand not only the first principles but the fine points of the sport.

"Here, again, is the effect of the evolution of the game up through the boy into the man. The boys of the past generation are the spectators of this; the boys of this one will be the spectators of the next. So, like an endless chain, Base Ball will last and grow as long as these United States shall last and grow. Each generation will produce a little higher type of citizenship than that which went before it, and Base Ball and the principles which underlie it will help to bring this about.'

"The old Base Ball player—the successful business man—the candidate for Senator—stopped talking. I looked at him inquiringly.

"Play ball," said he."

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Ball Ground

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a

SPALDING'S OFFICIAL BASE BALL GUIDE.

straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

When a pitcher is taken from his position his substitute must continue to pitch until the batsman has reached first base or has been put out.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same

city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the

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pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball, or if the bases are unoccupied, any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate shall be called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner or umpire, if the pitcher makes a balk, or if there is interference with fielder or batsman, the ball is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond

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first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first

base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position to pitch.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

All base runners may advance three bases whenever a fielder

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stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

Should a thrown or pitched ball strike the person or clothing of an umpire on foul ground, the ball is not dead, and base runners are entitled to all the bases they can make.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter illegally bats the ball.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, on fair ground, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. If the umpire is struck by a fair hit ball before it touches a fielder, or the umpire declares the batsman or another base runner out for interference. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair

hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he at once returns and retouches it. An attempt to run to second base renders him liable to be put out.

If, while third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coachers must confine themselves to legitimate directions of the base runners only, and there must never be more

than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

A force-out can be made only when a base runner legally loses the right to the base he occupies by the batsman becoming a base runner and he is thereby obliged to advance.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties.

When there are two umpires, the umpire behind the plate is the "Umpire-in-Chief," and the umpire on the bases the "Field Umpire." The "Umpire-in-Chief" has full charge of the game, makes all decisions on balls and strikes and decides all fair and foul hits. If a ball is hit fair, with a runner on first, he must go to third to make a possible decision; with more than one base occupied, he decides whether a runner on third base leaves the base before a fly ball is caught, and if a runner is caught between third and home, with more than one base occupied he decides on the runner nearest home plate. He, alone, can forfeit a game.

The Field Umpire makes the other decisions.

When there is but one umpire he has complete jurisdiction over everything.

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is, at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 60-77 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and Spalding's Athletic Library, No. 350—"How to Score," Price 10 Cents.)

The Cork Center Base Ball

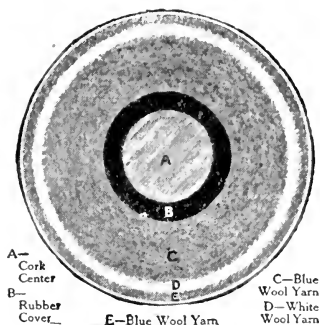
When a distinct innovation is made in a pastime and sport of the importance of Base Ball it is assured that it will attract world-wide attention. Base Ball is a world-wide sport, even though it is our national game.

Were a flat bat, or an octagon bat, or a new spike or something of the sort to be tested all results marking the effort to attempt its introduction would be watched with attention and with careful discrimination throughout the sporting world.

For that reason it is more than probable that nothing during the season of 1910, except the actual playing of the games, attracted closer observation among the students of Base Ball than the introduction of the new cork-center ball.

Offhand, if one were to make the assertion that too much rubber in a ball had a tendency to make it dead, the incredulous and skeptical would begin to laugh. Yet it has been proved by experiment that such is the case.

Rubber seems to give life to the bounce of a ball, but it does not add to its traveling ability. In boyhood days this seemed



to be frequently noted when it was customary to play "barney ball" with a solid rubber ball. Of course, it was not a ball which was as large as a base ball. It would bounce high from the ground and continue in a succession of lively and energetic bounds. Yet if a solid rubber ball of the same weight as a base ball were used in a Base Ball game it was never possible to bat it so successfully, even with less capable pitching, as it was the yarn wound ball with a resilient center.

When the cork-center ball was tried in 1910 the problem was to produce a ball which would be as good or better than that which had been in use in the past.

It is a well-known fact that all who are directly interested in the production of Base Ball have been striving for a ball which would be neither too lively nor too dead. To arrive at that happy medium was no easy task. Off and on experiments of various kinds had been attempted, the idea being to find a suitable foundation for the ball which would not detract from its life, and which, at the same size and weight, might add to its carrying power and to its general efficiency in play, both at bat and in the field.

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It is easy for any one to understand that this was a task of no mean effort.

The cork-center ball was the creation of those who had centered their thought upon producing the best for the best of games. At the beginning of the season there were a few players, like all who are aware that an experiment is being attempted, who were prone to charge their shortcomings to the employment of the new ball. If they failed for the moment the ball was held to be at fault to escape the criticism of the public for the player.

At the end of the season the unanimous verdict of the experienced men of Base Ball was that the cork-center ball was the biggest hit which had been made in years. Indeed, they were firmly impressed with the conviction that it was by far the best ball which had been used in championship contests since the first league game in Base Ball history.

The cork-center ball possessed the quality of lasting throughout a game. Every Base Ball enthusiast knows what that means. If there is one thing more annoying than another in a hard-fought Base Ball contest it is to find the ball growing soggy and dead as the innings progress.

Our amateurs, who, perhaps, use a base ball even more thoroughly than the professionals, owing to the tendency on the part of spectators to help themselves too freely in paid contests to balls which happen to be batted into the crowd, are never so happy and so well pleased as when they find themselves in possession of a Base Ball which, at the end of the ninth inning, is giving as much satisfaction as it did in the first. As a matter of fact, during the season of 1910 it was the verdict of amateurs who were trying the cork-center ball, that the new model was frequently better and easier to handle toward the close of the game than it had been at the start in its first stiffness from the factory. That is the finest indorsement which any base ball could have.

The testimony of professional players was freely offered as to the "lasting power" of the cork-center base ball. Repeatedly, when talking about its merits, they dwelt upon the fact that it was as easy to hit hard and successfully in the final inning as it was in the first.

That means everything to the professional. A ball which has become soggy, and which is without the elastic foundation which is given by the cork center, is likely to be so devoid of life in the finishing stages of a game that it is almost impossible to make a rally with it. A team which is behind finds it out of the question to gain enough runs to come up with its adversaries or enough to win.

In this connection particular attention is called to the season of 1910 in regard to the recurring rallies day after day throughout the season. Ninth inning finishes, the most spectacular of all, were common. Games ran into extra innings and not infrequently in such extra-innings contests a high total was run up in an inning beyond the fixed life of the game—nine innings—showing that the ball still retained its life and vigor.

There are repeated instances of three-base hits and home runs in the closing innings of games in which but one or two base balls had been used throughout the afternoon, showing that the ball retained form and the necessary elasticity to make it as responsive as ever to the bat.

There were fewer complaints than ever on the part of pitchers that the ball was so "punky" that they were unable to obtain a good grasp upon its surface. If anybody is quick to complain

SPALDING'S OFFICIAL BASE BALL GUIDE.

about the ball it is the pitcher, who must have a perfect sphere if he expects to maintain his best skill in the box.

From testimony which has been gathered everywhere in the United States and from the opinions of men who are expert students of Base Ball, and very accurate observers of its conditions, there can be no doubt that the cork-center ball is another evolution in making the national pastime dearer to the hearts of both those who witness and participate in it.

That the game is faster is attested by the free hitting, which lasts until the final inning is played, and that it is more accurate is assured, inasmuch as it is evident that the fielders are far better able to handle a ball with precision if it retains its normal shape.

The good which is to be done by the cork-center base ball has only just begun. There is little doubt that the games to be played in 1911 will be more attractive and better than ever with the cork-center base ball in use.

It must be recognized that although Base Ball is a sport and a pastime, it is one which necessitates tools for the players, and the more perfect the tools the more evident it is that the sport will be closer to perfection.

The man who hit upon the happy expedient of a cork center, in place of the base ball which had previously been in use, was certainly wise in making his choice, and five years from now it is practically assured that Base Ball historians will be measuring their recital of certain incidents from the time that the cork-center base ball came into vogue.

The Spalding Cork Center Ball was used in the World Series. What Managers Mack and Chance think of it is expressed in the following letters:

CHICAGO, November 2, 1910.

MESSRS. A. G. SPALDING & BROS.,

149 Wabash Ave., Chicago, Ill.

GENTLEMEN:

In the World's Championship Series between the Chicago National League club and the Philadelphia American League club, three games of which were played on the Chicago grounds, I wish to advise you that the Official National League Balls furnished by you and used in those three games were in every way most satisfactory, and also to say that during my Base Ball experience I have never played with a better base ball than those used in the Chicago series. Yours very truly,

FRANK L. CHANCE,

Manager Chicago National League Club.

PHILADELPHIA, November 2, 1910.

MESSRS. A. G. SPALDING & BROS.,

126 Nassau St., New York.

GENTLEMEN:

In the recent World Series between the Philadelphia American League club and the Chicago National League club I wish to state that the Official National League Balls used in the three games played in Chicago were of exceptional quality, and I am further glad to state that in my Base Ball experience I have never seen a better base ball than the balls used in the three games above referred to.

Yours truly,

CONNIE MACK,

Manager Philadelphia American League Club.



"PLAY BALL."

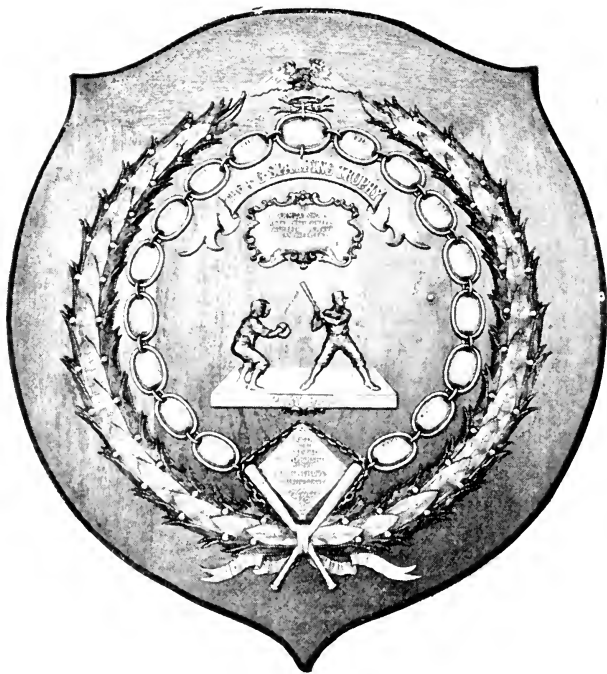
The A. G. Spalding Bronze Championship Trophy for Public Schools Athletic Leagues.

The above group is executed in bronze, the figures being 18 inches high, and was presented to the Public Schools Athletic League of Greater New York by Mr. A. G. Spalding as a perpetual trophy for annual competition between the elementary schools of Greater New York, the winning school to have custody of the statuette for one year. In the first competition, held in 1905, 103 schools were entered, the winner being Public School 46, Manhattan. Public School 10, Brooklyn, won in 1906 and again in 1907; Public School 9 of Brooklyn won it in 1908, Public School 28, Borough of the Bronx, in 1909 and 1910. The offer was subsequently extended, by request, to other large cities where regularly organized Public Schools Athletic Leagues exist. San Francisco held a competition under these conditions in 1909, the winner being Horace Mann Grammar School, Hancock School winning it in 1910. In New Orleans, McDonogh No. 9 School won it in 1909 and McDonogh No. 17 School in 1910 (88 schools competing). In Cleveland Warren High School won the trophy in 1910.



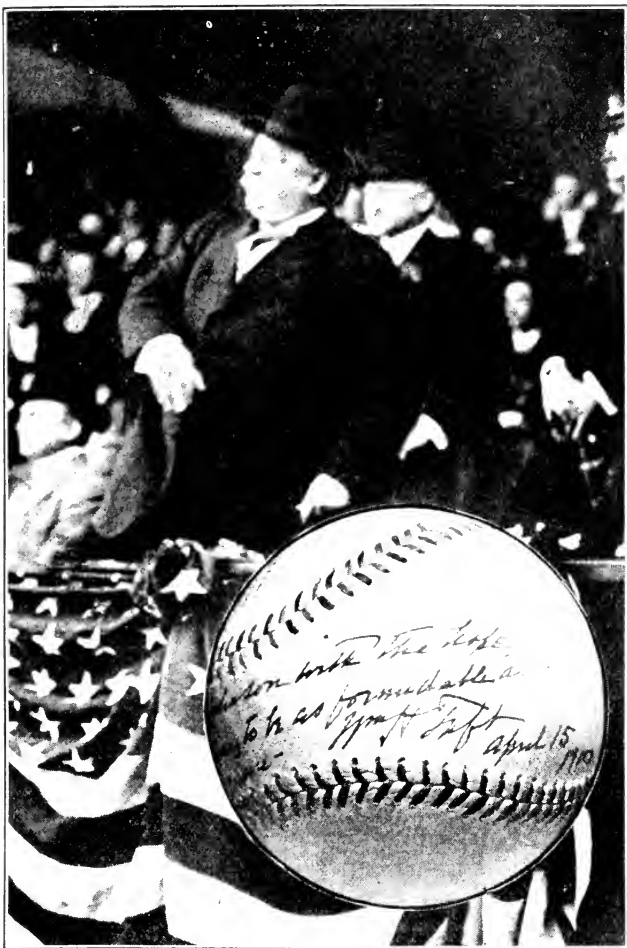
"SLIDING TO SECOND."

Bronze Trophy presented by Mr. A. G. Spalding in 1908 to the Public Schools Athletic League of Greater New York, to be competed for annually by the High Schools in that organization. The first winner was Commercial High School, Manhattan, 1908; Morris High School won it in 1909, and Commercial High School, Brooklyn, in 1910.



THE A. G. SPALDING CHAMPIONSHIP "CHAIN" TROPHY PLAQUE.

Donated by Mr. A. G. Spalding in 1910 for competition between schools in regularly organized Public Schools Athletic Leagues where a small number of teams compete. Trophies were awarded to the winners in the following cities: Oshkosh, Wis. (Merrill School); Houston, Tex. (Fannin School); Racine, Wis.; San Diego, Cal.; Hartford, Conn.



PRESIDENT TAFT AT OPENING GAME OF SEASON OF 1910,
AT WASHINGTON.

Autographed Ball presented by President Taft to Walter Johnson, the
Washington pitcher.

OFFICIAL RULES FOR ALL ATHLETIC SPORTS.

The following list contains the Group and the Number of the book of Spalding's Athletic Library in which the rules wanted are contained. See front pages of book for complete list of Spalding's Athletic Library.

EVENT.	Group	No.	EVENT.	Group	No.
All-Round Athletic Cham- pionship.....	12	182	Lawn Bowls.....	11	207
A. A. U. Athletic Rules.....	12	12A	Lawn Games.....	11	188
A. A. U. Boxing Rules.....	12	12A	Lawn Tennis.....	4	4
A. A. U. Gymnastic Rules.....	12	12A	Obstacle Races.....	12	55
A. A. U. Water Polo Rules.....	12	12A	Olympic Game Events—Mar- athon Race, Stone Throw- ing with Impetus, Spear Throwing, Hellenic Method of Throwing Discus, Dis- cus, Greek Style for Youths	12	55
A. A. U. Wrestling Rules.....	12	12A	Pigeon Flying.....	12	55
Archery.....	11	218	Pin Ball.....	12	55
Badminton.....	11	188	Playground Ball.....	1	340
Base Ball.....	1	1	Polo (Equestrian).....	10	199
Indoor.....	9	9	Polo, Rugby.....	12	55
Basket Ball, Official.....	7	7	Polo, Water (A. A. U.).....	12	12A
Collegiate.....	7	323	Potato Racing.....	12	12A
Women's.....	7	7A	Professional Racing, Shef- field Rules.....	12	55
Water.....	12	55	Public Schools Athletic League Athletic Rules....	12	313
Basket Goal.....	6	188	Girls' Branch; including Rules for School Games.	12	314
Bat Ball.....	12	55	Push Ball.....	11	170
Betting.....	12	55	Push Ball, Water.....	12	55
Bowling.....	11	341	Quoits.....	11	167
Boxing—A. A. U., Marquis of Queensbury, London Prize Ring.....	14	162	Racquets.....	11	194
Broadsword (mounted).....	12	55	Revolver Shooting.....	12	55
Caledonian Games.....	12	55	Ring Hockey.....	6	180
Canoeing.....	13	23	Roller Polo.....	10	10
Children's Games.....	11	189	Roller Skating Rink.....	10	10
Court Tennis.....	11	194	Roque.....	11	271
Cricket.....	3	3	Rowing.....	13	128
Croquet.....	11	138	Sack Racing.....	12	55
Curling.....	11	14	Shuffleboard.....	12	55
Dog Racing.....	12	55	Skating.....	13	209
Fencing.....	14	165	Skittles.....	12	55
Foot Ball.....	2	2	Snowshoeing.....	12	55
A Digest of the Rules.....	2	344	Squash Racquets.....	11	194
Association (Soccer).....	2	2A	Swimming.....	13	177
English Rugby.....	12	55	Tether Tennis.....	11	188
Canadian.....	2	332	Three-Legged Race.....	12	55
Golf.....	5	5	Volley Ball.....	6	188
Golf-Croquet.....	6	188	Wall Scaling.....	12	55
Hand Ball.....	11	13	Walking.....	12	55
Hand Polo.....	10	188	Water Polo (American).....	12	311
Hand Tennis.....	11	194	Water Polo (English).....	12	55
Hitch and Kick.....	12	55	Wicket Polo.....	10	188
Hockey.....	6	304	Wrestling.....	14	236
Ice.....	6	6	Y. M. C. A. All-Round Test.	12	302
Field.....	6	154	Y. M. C. A. Athletic Rules.	12	302
Garden.....	6	188	Y. M. C. A. Hand Ball Rules.	12	302
Lawn.....	6	188	Y. M. C. A. Pentathlon Rules.	12	302
Parlor.....	6	188	Y. M. C. A. Volley Ball Rules.	12	302
Ring.....	12	55			
Ontario Hockey Ass'n.....	6	256			
Indoor Base Ball.....	9	9			
Intercollegiate A. A. A. A.....	12	339			
I.-C. Gymnastic Ass'n.....	15	345			
Lacrosse.....	8	201			
U. S. I.-C Lacrosse League	8	8			

NECESSARY
SUBSTITUTE

THE SPALDING



TRADE-MARK

GUARANTEED
QUALITY

Athletic Shirts, Tights and Trunks

to 42 in. waist. Other colors and sizes made to order at special prices. Estimates on application. OUR No. 600 LINE WORSTED GOODS. Furnished in Gray and White, Navy Blue, Maroon and Black only. Stock sizes: Shirts, 26 to 44 in. chest, Tights, 23 to 42 in. waist. SANITARY COTTON GOODS. Colors: Bleached White, Navy, Black, Maroon and Gray. Stock sizes: Shirts, 26 to 44 in. chest, Tights, 26 to 42 in. waist.

Spalding Sleeveless Shirts

- No. 1E. Best Worsted, full fashioned, stock colors and sizes. Each, **\$3.00**
 No. 600. Cut worsted, stock colors and sizes. Each, **\$1.25** ★ *\$12.00 Doz.*
 No. 6E. Sanitary Cotton, stock colors and sizes. **.50** ★ *4.75*

Spalding Striped Sleeveless Shirts

- No. 600S. Cut Worsted, with 6-inch stripe around chest, in following combinations of colors: Navy with White stripe; Black with Orange stripe; Maroon with White stripe; Red with Black stripe; Royal Blue with White stripe; Black with Red stripe; Gray with Cardinal stripe. Each, **\$1.50** ★ *\$15.00 Doz.*
 No. 6ES. Sanitary Cotton, solid color body, with 6-inch stripe around chest, in same combinations of colors as No. 600S. Each, **75c.** ★ *\$7.50 Doz.*

Spalding Shirts with Sash

- No. 6WD. Sanitary Cotton, sleeveless, with woven sash of different color from body. Same combinations of colors as No. 600S. To order only; not carried in stock. Each, **\$1.25** ★ *\$12.00 Doz.*
 No. 6ED. Sanitary Cotton, sleeveless, solid color body with sash stitched on of different color. Same combinations of colors as No. 600S. Each, **75c.** ★ *\$7.50 Doz.*

Spalding Quarter Sleeve Shirts

- No. 1F. Best Worsted, full fashioned, stock colors and sizes. Ea., **\$3.00**
 No. 601. Cut Worsted, stock colors and sizes. Ea., **\$1.50** ★ *\$15.00 Doz.*
 No. 6F. Sanitary Cotton, stock colors and sizes. **.50** ★ *4.75*

Spalding Full Sleeve Shirts

- No. 3D. Cotton, Flesh, White, Black. Each, **\$1.00** ★ *\$10.00 Doz.*

Spalding Knee Tights

- No. 1B. Best Worsted, full fashioned, stock colors and sizes. Pair, **\$3.00**
 No. 604. Cut Worsted, stock colors and sizes. Pair, **\$1.25** ★ *\$12.00 Doz.*
 No. 4B. Sanitary Cotton, stock colors and sizes. Pair, **50c.** ★ *\$4.75 Doz.*

Spalding Full Length Tights

- No. 1A. Best Worsted, full fashioned, stock colors and sizes. Per pair, **\$4.00**
 No. 605. Cut Worsted, stock colors and sizes. Per pair, **\$2.00** ★ *\$21.00 Doz.*
 No. 3A. Cotton, full quality. White, Black, Flesh. Per pair, **\$1.00** ★ *\$10.00 Doz.*

Spalding Worsted Trunks

- No. 1. Best Worsted, Black, Maroon and Navy. Pair, **\$2.00**
 No. 2. Cut Worsted, Navy and Black. Special colors to order. Pair, **\$1.00**

- No. 65. Sleeveless Shirt, quality of No. 600.
 No. 65S. Sleeveless Shirt, quality of No. 600S.
 No. 66. Quarter Sleeve Shirt, quality of No. 601.
 No. 64. Knee Tights, quality of No. 604.
 No. 44. Running Pants, quality of No. 4.

Spalding Running Pants

- No. 1. White or Black Sateen, fly front, lace back. Pair, **\$1.25** ★ *\$12.00 Doz.*
 No. 2. White or Black Sateen, fly front, lace back. Pair, **\$1.00** ★ *\$10.00 Doz.*
 No. 3. White or Black Silesia, fly front, lace back. Pair, **75c.** ★ *\$7.50 Doz.*
 No. 4. White, Black or Gray Silesia, fly front, lace back. Pair, **50c.** ★ *\$5.00 Doz.*

Silk Ribbon Stripes down sides of any of these running pants, Pair, extra, **25c.** ★ *\$2.40 Doz.*
 Silk Ribbon Stripe around waist on any of these running pants. Pair, extra, **25c.** ★ *\$2.40 Doz.*

Spalding Velvet Trunks

- No. 3. Fine Velvet. Colors: Black, Navy, Royal Blue, Maroon. Special colors to order. Pair, **\$1.00** ★ *\$10.00 Doz.*
 No. 4. Sateen, Black, White. Pair, **50c.** ★ *\$5.00 Doz.*

- Each, **\$1.00**
 " **1.25**
 " **1.25**
 " **1.15**
 Pair, **.45**

- ONLY SIZES
 SUPPLIED
 Chest, 26 to 30
 inches, inclusive;
 Waist, 24 to 26
 inches, inclusive.



No. 1

**SPALDING
 JUVENILE
 SHIRTS,
 TIGHTS AND
 PANTS**



Full Tights



No. 600S



No. 1F



No. 1B



No. 3

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

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A. G. SPALDING & BROS.
 STORES IN ALL LARGE CITIES

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Prices in effect January 5, 1911. Subject to change without notice. For Canadian prices see special Canadian Catalogue.



S P E C I A L

As a special inducement to schoolboys who are interested in athletic sports, A. G. Spalding & Bros. are now offering

Spalding's Elementary School Athletic Shirt

Sizes: 26 to 30 inches, inclusive, chest measurement.

No. 16. SPALDING'S ELEMENTARY SCHOOL
ATHLETIC SHIRT 25c.

For complete list of Athletic Goods see Spalding's Athletic Goods catalogue.

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S P E C I A L

uniform with Spalding's Elementary School Athletic Shirt
(advertised on opposite page)

G. Spalding & Bros. offer

Spalding's Elementary School Athletic Pants

Sizes: 24 to 26 inches, inclusive, waist measurement.

No. 17. SPALDING'S ELEMENTARY SCHOOL
ATHLETIC PANTS

25c.

For complete list of Athletic Goods see Spalding's Athletic Goods catalogue.

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NO. 2-0



NO. 11T



NO. 111



Protection for Running Shoe Spikes



No. N. Thick wood, shaped and perforated to accommodate spikes. Per pair, 50c.

Spalding Running Shoes

No. 2-0. This Running Shoe is made of the finest Kangaroo leather; extremely light and glove fitting. Best English steel spikes firmly riveted on.

Per pair, \$6.00

No. 10. Finest Calfskin Running Shoe; light weight, hand made, six spikes.

Per pair, \$5.00

No. 11T. Calfskin, machine made, solid leather tap sole holds spikes firmly in place.

Per pair, \$4.00

No. 11. Calfskin, machine made. Per pair, \$3.00

Juvenile Running Shoes

No. 12. Outdoor Leather Running Shoes, complete with spikes, in sizes 12 to 5 only.

Per pair, \$2.50

No. 115. Indoor Leather Running Shoes, without spikes, in boys' sizes, 12 to 5 inclusive, only. Pair, \$2.00

Indoor Running Shoes

With or Without Spikes

No. 111. Fine leather, rubber tipped sole, with spikes.

Per pair, \$4.00

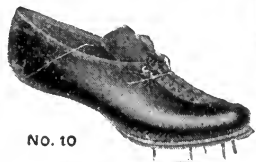
No. 112. Leather shoe, special corrugated rubber tap sole, no spikes. \$3.00

No. 114. Leather shoe, rubber tipped, no spikes. \$2.50

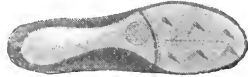
Indoor Jumping Shoes

With or Without Spikes

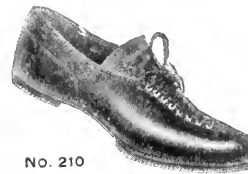
No. 210. Hand made, best leather, rubber soles. \$5.00



NO. 10



NO. 11



NO. 210



Spalding Special Grips

With Elastic



No. 2. Best quality cork with elastic bands.

Pair, 20c.

No. 1. Athletic Grips

Selected cork, shaped to fit hollow of hand. Pair, 15c.

Chamois Pushers

No. 5. Fine chamois skin and used with running, walking, jumping and other athletic shoes.

Pair, 25c.



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SPALDING'S ATHLETIC LIBRARY
GROUP XII. No. 331.

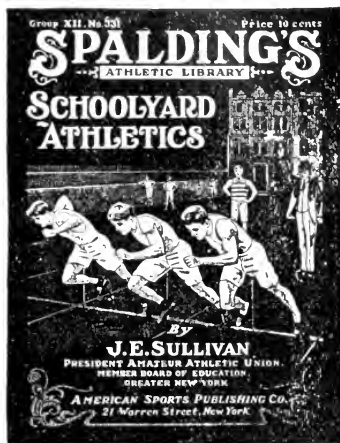
Schoolyard Athletics

By **J. E. SULLIVAN**

President Amateur Athletic Union;
Member Board of Education Greater New York.

THE great interest in athletics that has developed in the public schools within recent years has led to the compilation of this book with a view to the systemization of the various events that form the distinctively athletic feature of school recreation. With its aid any teacher should be able to conduct a successful meet, while the directions given for becoming expert in the various lines will appeal to the pupil. Some of the leading athletes have contributed chapters on their specialties: Ray Ewry, holder of the world's high jump record, tells how to practice for that event; Harry Hillman, holder of the hurdle and three-legged records, gives hints on hurdle racing and three-legged racing; Martin Sheridan, all-around champion of America, gives directions for putting the shot; Harry F. Porter, high jump expert, describes how to become proficient in that event. The book is illustrated with photos taken especially for it in public school yards.

PRICE 10 CENTS



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CAUTION TO THE BASE BALL BOYS OF 1911

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace, free of charge, any such article which proves defective in material or workmanship: PROVIDED, such defective article is returned to us, transportation prepaid, within thirty days after purchase (except where otherwise stipulated on special guarantee tag attached to certain articles), and accompanied by a letter from the user, giving his name and address, and explaining the claim. **A. G. SPALDING & BROS.**

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article when Spalding Goods are asked for.

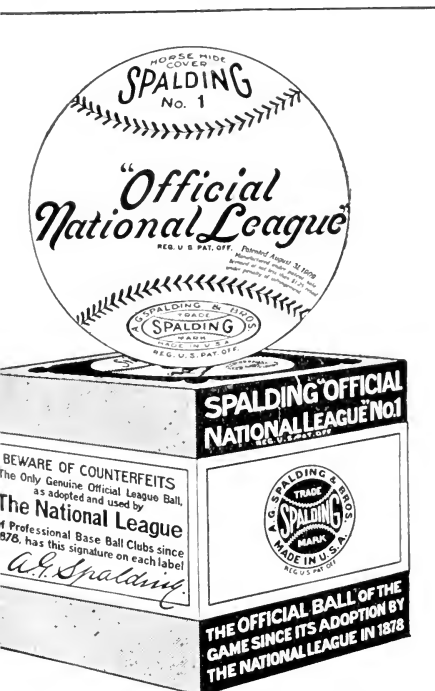
A. G. Spalding & Bros.

SPALDING

"Official National League" Ball

(REG. U. S. PAT. OFF.)

CORK CENTER



Official Ball of the Game for over Thirty Years

This ball has the Spalding "Patented" Cork Center, and it is made throughout in the best possible manner and of highest quality material obtainable.

Adopted by the National League in 1878, and the only ball used in Championship games since that time. Each ball wrapped in tin-foil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

The Spalding "National Association" Ball at \$1.00 each is the highest grade Pure Para Rubber Center ball made.

No. 1 { Each, - - - \$1.25
Per Dozen, \$15.00

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A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES
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OF THIS BOOK

The Official Ball

In adopting the Spalding
Official National League
Ball for **TWENTY YEARS**
the Secretary of the National
League, Mr. John A. Heydler
gave the following as the
reason for this action :

“The Spalding Ball was adopted by the
National League for Twenty Years, because
we recognized it as the best ball made. We
have used it satisfactorily for Thirty-four
Years. The new Cork Center Ball, intro-
duced for the first time last year and used
in the World's Series, we believe to be the
only ball for the future, and it is absolutely
the best that has been used by the National
League in its history.”

The Spalding "Cork Center" Official National League Ball was used in the World Series between the Chicago "Cubs" and the Philadelphia "Athletics." The opinions of the Managers of the opposing teams are given on this page.

The Spalding "Official National League" Ball

REG. U. S. PAT. OFF.

"CORK CENTER"

THE BEST BASE BALL EVER MADE

ANOTHER
STEP
FORWARD

A
SPALDING
TRIUMPH

Philadelphia, November 2, 1910.

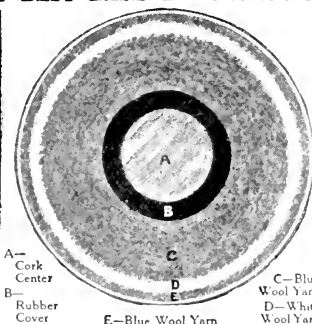
Messrs. A. G. Spalding & Bros.,
126 Nassau St., New York.

Gentlemen:
In the recent World Series between the Philadelphia American League Club and the Chicago National League Club I wish to state that the Official National League Balls used in the three games played in Chicago were of exceptional quality, and I am further glad to state that in my base ball experience I have never seen a better base ball than the balls used in the three games above referred to.

Yours truly,

Connie Mack

Mgr. Philadelphia American League Club



Chicago, November 2, 1910.

Messrs. A. G. Spalding & Bros.,
149 South Ave., Chicago, Ill.

Gentlemen:

In the World Series between the Chicago National League Club and the Philadelphia American League Club, three games of which were played on the Chicago grounds, I wish to state that the Official National League Balls furnished by you and used in those three games were in every way most satisfactory to me, and also to say that during my baseball experience I have never played with a better base ball than those used in the Chicago series.

Yours very truly

Frank L. Chance

Manager Chicago National League Club

The Spalding "Cork Center" has not only improved the ball—it has also improved the game. Base ball played with the Spalding "Cork Center" Ball is as far in advance of the game played with an ordinary rubber center ball as the game played with the Spalding Official National League Ball of 1909 and before was in advance of the original game with the home made ball composed of a slice from a rubber shoe, some yarn from dad's woolen sock, and a cover made of leather bought from the village cobbler and deftly wrapped and sewed on by a patient mother after her day's work was done.

Base Ball to-day is no haphazard amusement, it is a scientific pastime, a sport of almost geometric exactitude. It commands the best that is in men of national prominence, and gives in return the plaudits of millions who testify by their presence and enthusiasm to the wonderful hold which this most remarkable game has upon the feelings of the great American Public.

Anything which results in making the game more interesting to the spectators is good for the game itself, providing it does not interfere with the development of the sport as an athletic pastime. The Spalding "Cork Center" Ball makes the game faster—we have the testimony of hundreds of players to this effect—it makes it more accurate and even, the ball holding its life right through the game—not getting soggy or dead in the last innings—"you can make a home run in the ninth inning as easily as in the first," as Roger Bresnahan says.

It is well for the youth of America to learn the lesson that while the cheapest things are very seldom the best things, the best are always the cheapest in the end. The price of the genuine Spalding "Official National League" Ball is \$1.25 each—no more and no less. The market abounds with so-called "League Balls," all listed at \$1.25 each, for the sole purpose of deceiving the purchaser and enabling the "just as good" dealer to work the discount scheme on the boy who is not posted.

This is the reason why bright boys always insist upon the Spalding Ball and decline to accept any substitute. To many parents, a ball is a ball; but to the American lad who knows, only a Spalding Ball is the genuine and Official Ball of the game, and substitution of "something equally as good" does not go with him, for he has learned that to become a good ball player and get the greatest pleasure out of the game, he must use the same ball that all the leading professional players use—and this is the Spalding "Official National League" Ball.

TO THOSE WHO PLAY BASE BALL

Every modification we have ever adopted in the construction of our Official League Ball has been decided upon after exhaustive experiments, always with the sole purpose of improving the qualities of the ball. The last improvement was in the core itself. The result is that the 1911 Spalding Official League Ball is the best type of ball we have ever turned out. It is more durable, more uniform in resistance, and holds its spherical shape better than any type of base ball made heretofore by anybody. I consider the 1911 Spalding Official League Ball nearer perfection than any base ball ever made. I personally investigated this improvement when it was first proposed in 1908. I then had an exhaustive series of experiments and tests made to determine whether the core could be improved. I was present at these experiments and found that unquestionably the 1911 type of ball was a great improvement from the standpoint of the ball player as well as the durability of the ball itself. I therefore authorize the following statement:

THE SPALDING 1911 OFFICIAL LEAGUE BALL is the best base ball that has ever been manufactured and sold by anybody.

A. G. Spalding

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SUBSTITUTE

THE SPALDING



TRADE-MARK

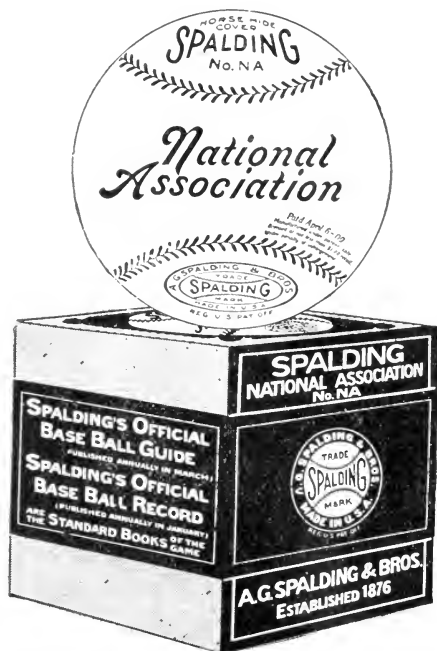
GUARANTEE
QUALITY

SPALDING

National Association No. NA Ball

Pure Para Rubber Center

THE BEST RUBBER CENTER BASE BALL ON THE MARKET



THIS ball is made to comply with all the rules governing the National and American Leagues and all Leagues working under the National Agreement and is superior to any ball on the market other than the Official balls of the National and American Leagues.

MADE with best horse hide cover, pure Para rubber center, wound with best all wool yarn. Warranted to last a full game when used under ordinary conditions.

No. NA { Each, - - - \$1.00
Per Dozen, \$12.00

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A. G. SPALDING & BROS.
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Spalding Double Seam League Ball



THE double seam is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

No. 0. Each, **\$1.50**

Per dozen, **\$15.00**

SPALDING "Official National League" Jr. Ball CORK CENTER



MADE with horse hide cover, and in every respect, including patented cork center, same as our "Official National League" Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
REG. U. S. PAT. OFF.

Each, **\$1.00**

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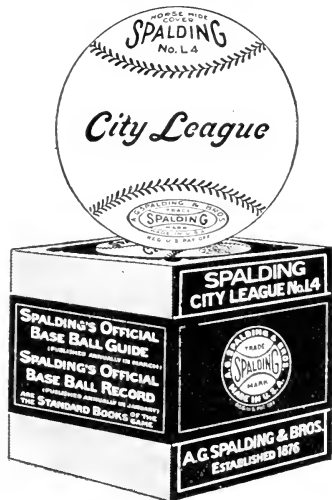
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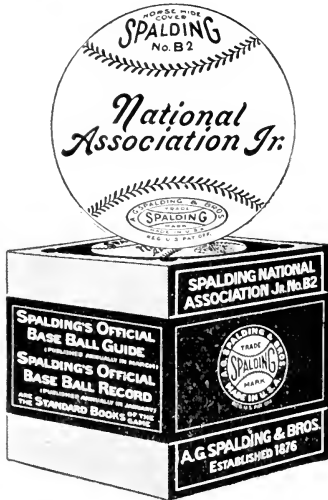


Spalding City League

Made with horse hide cover, and rubber center wound with yarn. Full size and weight. A very well made ball and excellent for general practice. No. L4. City League.

Each, 75c. Per dozen, \$9.00

Above balls warranted to last a full game when used under ordinary conditions.



Spalding National Association Jr. Pure Para Rubber Center

Made with horse hide cover and in every respect same as our National Association Ball No. NA, except slightly smaller in size.

No. B2. National Association Jr. Each, 75c.

Spalding Professional



Selected horse hide cover; full size ball. Made of carefully selected material and warranted first-class quality. Put up in a separate box and sealed.

No. 2. Professional. Ea., 50c.

Spalding Public School League

This is a well made Junior size ball, with horse hide cover, and rubber center wound with yarn. Splendid for general practice by boys' teams.

No. B3. Public School League. Each, 50c.



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Gold Medal "Players' Autograph" Bats

For over thirty years we have turned out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of the individual player, many of whom have been league record-makers. The models that have been adopted have been duplicated by

us from time to time as they have required additional bats, and in hundreds of cases we have been requested to furnish to other players duplicate bats that have been made for and used by well-known players.

Frank L. Chance
Autograph Model

This is a very large Bat with a thick handle. Bats supplied will not weigh less than 45 nor over 48 ozs. Length about 35 inches.



Harry Davis
Autograph Model

A well balanced small handle Bat of very popular model. The Bats supplied will weigh not less than 38 nor over 41 ounces.

In order to satisfy the ever increasing demand from our customers for bats of the same models as used by the leading players, we have obtained permission from many of the leading batters of the country to include in our line of high grade bats these Gold Medal "Players' Autograph" Bats, bearing their signature. Space will not permit a description of all the various models, but the following models have been selected as examples of what we are producing in this special "Players' Autograph" Bat Department.



No. 100. Spalding Gold Medal "Players' Autograph" Bats. Each, \$1.00

Frank L. Chance
Autograph Model
Almost same length Bat as the Chance, with less weight and more evenly distributed, handle not as thick. Weighs not less than 41 nor over 44 ounces.



Samuel E. Crawford
Autograph Model
A large Bat, almost the length of the Chance Model, but with much less wood, especially in the handle part of the Bat. Bats supplied will not weigh less than 41 nor over 44 ounces.



Fogues O. Bresnahan
Autograph Model
This Bat is somewhat shorter than the Chance Model, medium thick handle and rounded end. Bats supplied will weigh not less than 41 nor over 43 ounces. Length about 32 1/2 inches.



John J. Evers
Autograph Model
A symmetrically shaped Bat, good bulk, medium thick handle. Bats weigh not less than 41 nor more than 43 ounces.



Mully J. Huggins
Autograph Model
A short Bat with a small handle, but with good bulk in the balance of the Bat. Bats supplied will not weigh less than 39 nor over 41 ounces.



W. H. Keeler
Autograph Model
This Model and the Chance touch the two extremes used by professional players. Short Bat with fairly thin handle. Weighs not less than 36 nor over 39 ozs. Length 31 ins.



We can also supply on special orders Donlin, Stone and Oakes Models

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GUARANTEES
QUALITY

SPALDING "ALL-STAR" BATS

Since introducing our "Players' Autograph" Bats, No. 100, in various models made *exactly* the same in weight, shape and length as the bats *actually* used by the players whose autographs they bear, we have had many calls for bats shaped like one model but of the length and weight of another, or just like a certain model in shape and length but lighter in weight, and so on. We have, therefore, made up six what might be called "combination" models, combining the good points of various models in one or another, and, at the same time, modifying certain points about the models which make them unsuitable in many cases for the ordinary player—shortening the lengths and reducing the weights. It will be found, therefore, that none of the "**ALL-STAR**" models run over 34 inches in length, nor over 47 ounces in weight, and from that down to 35 ounces.

We believe that it will be generally acknowledged that we have included in these two lines—the No. 100 "Players' Autograph" models and the No. 100S "**ALL-STAR**" models, embracing a total of eighteen different models—an assortment from which *any* player may select the particular model bat best suited to his style of play.

The timber for these bats is white ash, specially selected after being weather seasoned in open sheds for three years.

No. 100S. SPALDING "ALL-STAR" MODEL BATS.
Each, **\$1.00**

Furnished in any of the six models shown here:

Model No. 1.

Weights from 35 to 40 oz. Length, 31½ in.

Model No. 2 Bottle shaped.

Weights from 43 to 47 oz. Length, 32 in.

Model No. 3.

Weights from 39 to 43 oz. Length, 32½ in.

Model No. 4

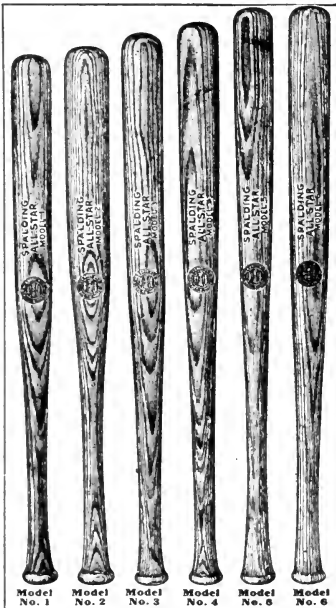
Weights from 37 to 41 oz. Length, 33 in.

Model No. 5

Weights from 37 to 41 oz. Length, 34 in.

Model No. 6.

Weights from 43 to 47 oz. Length, 34 in.



Spalding Black Diamond Bat



This bat is of same quality as our Gold Medal "Players' Autograph" and "All-Star" Model Bats, and is furnished in the most popular models. The special finish which we use on this one grade is a similar preparation to that which many professional players rub on their own bats to temper them, and has a tendency to darken the color of the wood.

No. 100D. Each, \$1.00

CORRESPONDENCE—If you wish any particular model bat, and will describe the bat you require, the length, weight and full description of same, and address any of our branch stores, the matter will be taken up, with the hope of furnishing our customers with the exact model and style and weight of bat they require. This will come under our special "Players' Model" Bat Department. This entire department is looked after by the manager of our Professional League Base Ball Department, who is familiar with most of the types of models used by the leading players, and to whom will be referred any unusual model. At least two weeks' time is required to make bats after customer's own model.

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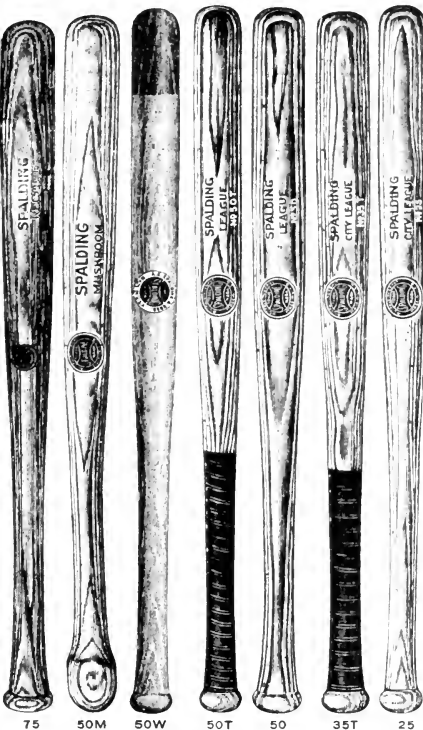
THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

Spalding Trade-Mark Bats



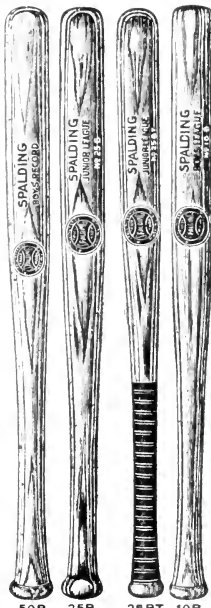
Spalding Men's Bats

- No. 50T. Taped "League," Ash, extra quality, special finish. Each, 50c.
No. 50. "League," Ash, plain handle. 50c.
No. 35T. Taped "City League," finest straight grained ash. Each, 35c.
No. 25. "City League," plain handle. 25c.

Hold bat properly and strike the ball with the grain. Don't blame the manufacturer for a break which occurs through abuse or improper use.

Spalding Boys' Bats

- No. 50B. "Boys' Record," same finish, quality and models as the Record, but shorter lengths and proportionate weights. Each, 50c.
No. 25B. "Junior League." Plain; extra quality ash, spotted burning. 25c.
No. 25BT. Taped "Junior League." Tape wound handle, special finish. 25c.
No. 10B. "Boys' League" Bat, good quality ash, varnished. 10c.



Spalding Record Bat Plain Oil Finish
Made from the most popular models, finished in rough and ready style, with no polish—simply the plain oil finish. Packed one dozen in a crate (assorted lengths from 30 to 35 inches and weights from 36 to 42 ounces), as nearly as possible in the following proportion: $\frac{1}{2}$

LENGTHS		WEIGHTS	
1-30 Inch.	2-33 Inch.	1-36 Oz.	2-39 Oz.
1-31 Inch.	4-34 Inch.	1-37 Oz.	4-40-41 Oz.
2-32 Inch.	2-35 Inch.	2-38 Oz.	2-41-42 Oz.

These lengths and weights are given approximately and as a rule the shortest lengths will be the lightest weights.

The Record Bat is especially recommended for club use, including college and school teams.

No. 75. Plain Oil Finish. Each, 75c.

Spalding Mushroom Bat

Patented Aug. 1, 1905

The Knob Arrangement at end of bat enables us to get a more

even distribution of weight over the whole length than is possible under the old construction, making it for certain kinds of play practically invaluable, and as an all around bat we have received many letters from prominent professionals testifying to their appreciation of the good points in its construction. Best quality of air-dried timber used, and every one carefully tested before leaving factory.

No. 50M.
Spalding Mushroom Bat, plain, special finish
Each, 50c.

Special Bat for "Fungo" Hitting

No. 50W. "Willow," light weight, full size Bat, plain handle. Ea., 50c.

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QUALITY

Spalding Base Ball Catchers' Mitts

Are made after the most approved designs and of materials best suited for hard usage.
The SPALDING TRADE-MARK is a Guarantee of Quality.

SPALDING

"World Series" Professional Catchers' Mitt

No. 10-0

Patented Jan. 2, 1906; Sept. 29, 1906; March 30, 1909, and including King Patent Padding Patented June 28, 1910.



This is the style mitt that actually won the "World Series." It is made with the patented Molded Face, and is modeled after the ideas of the greatest base ball catchers in the country who have tested it out thoroughly and pronounce it in every respect the most perfect Catchers' Mitt ever put out for the Professional Player—the man whose livelihood depends upon his success on the playing field and who is, therefore, vitally interested in obtaining playing equipment that will really be an aid to him in the game.

Patent felt padding, hand stitched, arranged so that it may be adjusted readily to suit the individual wishes of the player. Leather is finest selected calfskin, picked out particularly for this style mitt. Patent laced back; metal eyelets; leather strap and brass buckle fastening. Felt lined strap and heel of hand piece.

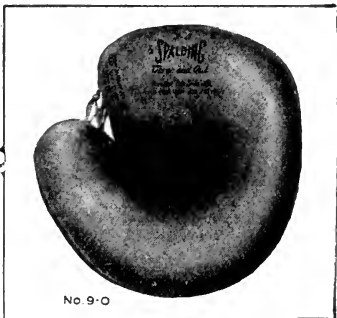
No. 10-0. "WORLD SERIES" (PROFESSIONAL) CATCHERS' MITT. . Each, \$8.00

SPALDING

"Three-and-Out" Catchers' Mitt

Patented January 2, 1906; September 29, 1906; March 30, 1909.

This mitt has the patented Molded Face and the hand formed pocket, padded correctly and according to the ideas of the best catchers on the big League teams. Material throughout is best obtainable and we select for the face only leather which is perfectly tanned, because of the peculiar stretching and molding process which enables us to produce a perfect "pocket" with no seams or rough places of any kind on the face. Padded with best hair felt; patent laced back; metal eyelets; leather strap and brass buckle fastening.



No. 9-0. "THREE-AND-OUT" CATCHERS' MITT.

Each, \$8.00

ALL STYLES MADE IN RIGHTS AND LEFTS. WHEN ORDERING FOR LEFT HANDED PLAYERS SPECIFY "FULL RIGHT."

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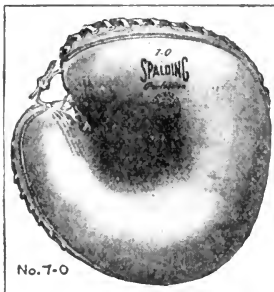
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Spalding Catchers' Mitts

Spalding "Perfection" Catchers' Mitt

Patented
Jan. 2, 1900, Sept. 29, 1908,
March 30, 1909



No. 7-0

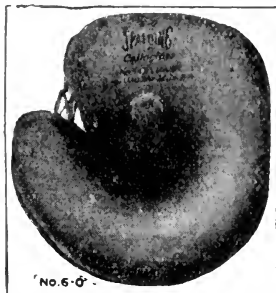
Made of best quality brown calfskin throughout; patent combination molded face; patent hand formed padding of best hair felt, making a perfect pocket without any breaking in; leather laced back and thumb; strap-and-buckle fastening.

No. 7-0
Each, **\$6.00**

Spalding "Collegiate" Catchers' Mitt

Molded Face

Pat. Jan. 2, 1906, Sept. 29, 1908, March 30, 1909



No. 6-0

No. 6-0. Made of special olive colored leather, excellent quality, perfectly tanned to enable us to produce the necessary "pocket" with an absolutely smooth surface on face; hand formed felt padding; leather laced back and thumb; strap-and-buckle fastening.

Each, **\$5.00**

Spalding "League Extra" Catchers' Mitt

Pat. Sept. 29, 1908, March 30, 1909



No. 5-0

No. 5-0. Special drab tanned buck, very soft and pliable, patent hand formed felt padding; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

Each, **\$4.00**

ALL STYLES MADE IN RIGHTS AND LEFTS. WHEN ORDERING FOR LEFT HANDED PLAYERS SPECIFY "FULL RIGHT."

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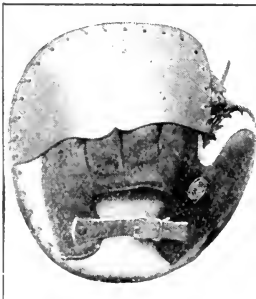
GUARANTEES
QUALITY

Spalding Catchers' Mitts



No. 3-O

Spalding "Decker Patent" Catchers' Mitts



Showing Back of Nos. 3-O and
OR Mitts



No. OR

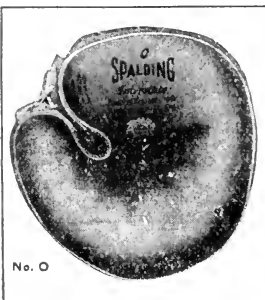
No. 3-O. Good quality black calf-skin; patent laced back, reinforced and laced at thumb. Strap-and-buckle fastening at back. Heavy piece of sole leather on back for extra protection to the fingers

Each, \$3.50

No. OR. Made of durable black leather and equipped with patented heavy sole leather finger protector on back, strap-and-buckle fastening, reinforced and laced at thumb; patent laced back.

Each, \$2.50

ALL STYLES MADE IN RIGHTS AND LEFTS. WHEN ORDERING FOR LEFT HANDED PLAYERS SPECIFY "FULL RIGHT."



No. O

Spalding "Interstate" Catchers' Mitt

No. O. Professional size model. Made of selected brown grain leather, well padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

Each, \$3.00

Spalding "Inter-City" Catchers' Mitt

No. OA. Made with brown grain leather face and special green leather sides and back; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

Each, \$2.50



No. OA

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SPALDING CATCHERS' MITTS

SPALDING "SEMI-PRO" CATCHERS' MITT

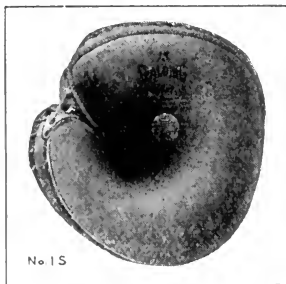


No. 1R

Black leather; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1R. Each, \$2.00

SPALDING "ATHLETIC" CATCHERS' MITT

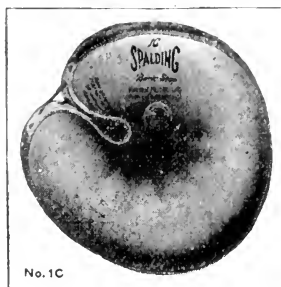


No. 1S

Made with smoked horse hide, face and finger piece correctly padded, reinforced and laced at thumb; patent laced back; strap-and-buckle fastening.

No. 1S. Each, \$2.00

SPALDING "BACK-STOP" CATCHERS' MITT

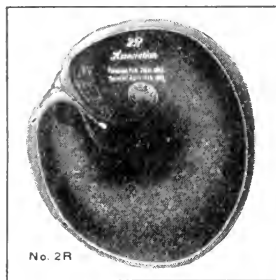


No. 1C

Good quality special tanned buff colored leather face and finger piece; correctly padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1C. Each, \$1.50

SPALDING "ASSOCIATION" MITT



No. 2R

Men's size. Special black smooth tanned leather face, back and finger-piece; correctly padded; reinforced and laced at thumb; strap-and-buckle fastening at back.

No. 2R. Each, \$1.00

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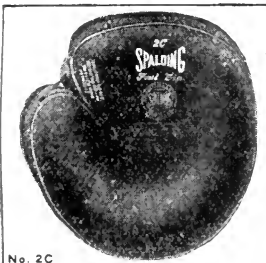
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**Spalding
"Foul Tip" Mitt**

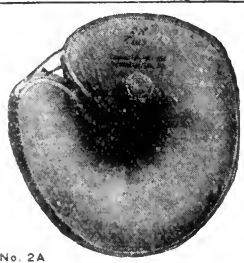
Half Laced Back
Strap-and-buckle fastening

No. 2C. Men's size. Oak tanned leather, face and finger piece correctly padded; reinforced and laced at thumb; back made in popular half laced style. Each, \$1.00

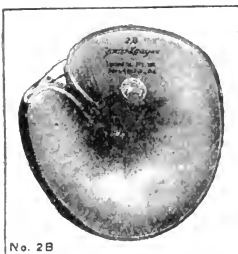
Spalding "Club" Mitt

Patent Laced Back
Strap-and-buckle fastening

No. 2A. Men's size. White buck face, back and finger-



piece; tough and durable; padded to form perfect pocket; reinforced, laced at thumb. Each, \$1.00



**Spalding
"Youths' League" Mitt**

Patent Laced Back

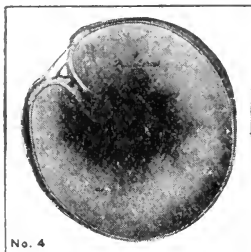
No. 2B. Youths' full size. Pearled colored special smooth tanned leather face and finger piece, correctly padded; strap-and-buckle fastening. Each, \$1.00

**Spalding
"Interscholastic" Mitt**

No. 3R. Large size. Good quality black smooth leather throughout; reinforced and laced at thumb. Each, 75c.

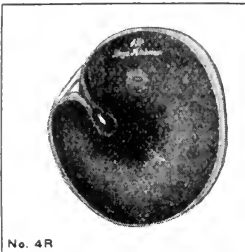


**Spalding
"Public School" Mitt**



No. 4. Large size. Improved style. Face, finger piece and back special tanned buck; heavily padded; reinforced and laced at thumb. Ea., 50c.

**Spalding
"Boys' Amateur" Mitt**



No. 4R. Junior size; black smooth leather face and back; white leather side strip; well padded; reinforced and laced at thumb. Each, 50c.

**Spalding
"Boys' Delight" Mitt**



No. 5. Improved style. Face, finger piece and back made of special tanned buck; laced thumb; well padded. Each, 25c.

ALL STYLES ON THIS PAGE MADE IN RIGHTS AND LEFTS. WHEN ORDERING FOR LEFT HANDED PLAYERS SPECIFY "FULL RIGHT."

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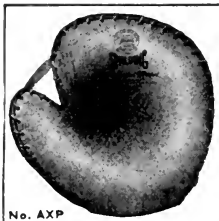
Spalding Basemen's Mitts

"WORLD SERIES"

PROFESSIONAL MODELS

Special Professional Model

Patented June 28, 1910.



No. AXP

Larger in area than our No. AX and made with patented King Padding so that the amount and position of the padding may be adjusted readily by the player to suit himself. Made of finest quality white tanned leather throughout; leather lacing; strap-and-buckle fastening. Leather strap support at thumb.

No. AXP. Each, \$4.00

Spalding "League Special"

No. AX Basemen's Mitt



No. AX

Made of absolutely finest quality white tanned buckskin, face, back and lining; leather lacing all around; strap-and-buckle fastening. Leather strap at thumb.

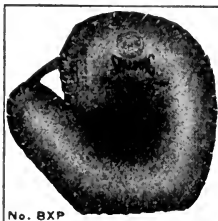
No. AX. Each, \$4.00

It is in the Spalding Basemen's Mitts that the full advantages of the special "molded face" feature can be seen and appreciated. These mitts, which from the very moment they are put into play should adapt themselves to the conformation of the hand, cannot be simply slapped together without regard to shape. The leather in the face must first of all be most carefully selected, and only the very best portions picked out for the peculiar stretching and molding process which goes so far towards making Spalding Basemen's Mitts the perfect articles they are. Then the padding must be shaped properly by hand to form the necessary "pocket" and after that the other special features, only found in our goods, must be added, in order to make them worthy to bear the Spalding Trade-Mark.

**ALL STYLES MADE IN
RIGHTS AND LEFTS.
WHEN ORDERING FOR LEFT
HANDED PLAYERS
SPECIFY "FULL RIGHT."**

Special Professional Model

Patented June 28, 1910.



No. BXP

Slightly larger model than No. BXS but made regularly with less padding. The padding is arranged according to the King Patent, permitting the player to adjust position and amount of padding to suit his individual ideas. Made of finest quality selected calfskin throughout; leather lacing; strap-and-buckle fastening. Leather strap support at thumb.

No. BXP. Each, \$4.00

Spalding "League Special"

No. BXS Basemen's Mitt



No. BXS

Made of finest selected brown calfskin, face, back and lining; leather lacing all around; strap-and-buckle fastening. Leather strap at thumb.

No. BXS. Each, \$4.00

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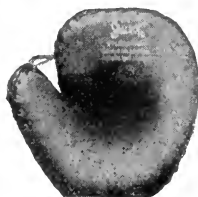


TRADE-MARK

GUARANTEES
QUALITY

Spalding Basemen's Mitts.

Spalding "Professional"
Basemen's Mitt



No. CO

Made of very durable olive calfskin, face, back and lining. Correctly padded and leather laced all around and at thumb. Strap-and-buckle fastening.

No. CO. Each, \$3.00

Spalding "Semi-Pro"
Basemen's Mitt



No. CX

Face of specially tanned slate-color leather, back of firm tanned brown leather, laced all around and at thumb; extra well padded at wrist and thumb. Strap-and-buckle fastening.

No. CX. Each, \$2.50

Spalding "Amateur"
Basemen's Mitt (Black)



No. CXR

Made with black calfskin face, black leather back and lining. Properly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXR. Each, \$2.00

Spalding "Amateur"
Basemen's Mitt

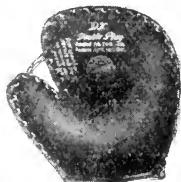


No. CXS

Men's size. Made of special tanned brown grained leather. Correctly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXS. Each, \$2.00

Spalding "Double Play"
Basemen's Mitt



No. DX

Men's size. Made of oak tanned specially selected leather, laced all around and at thumb. Strap-and-buckle fastening. Very easy fitting and nicely padded.

No. DX. Each, \$1.50

Spalding "League Jr."
Basemen's Mitt



No. EX

Made of good quality black smooth leather, laced all around and at thumb. Suitably padded and will give very good service. Strap-and-buckle fastening.

No. EX. Each, \$1.00

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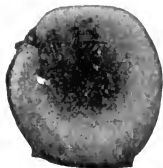


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SPALDING FIELDERS' MITTS

Spalding "Professional"
Fielders' Mitt



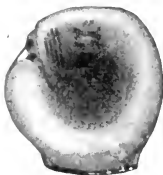
No. 5F

Made of specially tanned drab leather, well padded with fine felt; leather lined and carefully sewed and finished; laced thumb.

Strap-and-buckle fastening.

No. 5F. Each, \$2.00

Spalding "Semi-Pro"
Fielders' Mitt



No. 6F

Face made of white tanned buckskin, brown leather back; leather lined; laced thumb. Constructed throughout in a most substantial manner. Strap-and-buckle fastening.

No. 6F. Each, \$1.50

Spalding "Amateur"
Fielders' Mitt



No. 7F

Face of a good quality pearl colored leather, with olive leather back, well padded and leather lined; reinforced and laced at thumb. Strap-and-buckle fastening.

No. 7F. Each, \$1.00

Spalding "Amateur"
Fielders' Mitt (Black)



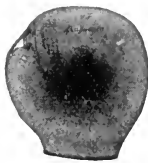
No. 8F

Good quality black tanned smooth leather, well padded; leather lined; reinforced and laced at thumb.

Strap-and-buckle fastening.

No. 8F. Each, \$1.00

Spalding "League Jr."
Fielders' Mitt



No. 9F

Very popular boys' mitt. Made of oak tanned smooth leather, well padded; reinforced and laced at thumb.

No. 9F. Each, 50c.

Spalding "Boys'
Favorite" Fielders' Mitt



No. 10F

Made of special tanned white leather, well padded and substantially made; laced at thumb.

No. 10F. Each, 25c

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No. 1F

Spalding Fielders' Mitts

Spalding "League Extra" Pitchers' and Basemen's Mitt

Made especially for Pitchers, and a very satisfactory style also for Basemen; in fact, this is the nearest approach to an all around base ball mitt that has ever been put out. Made with face of special quality white buck, and the balance of mitt with special brown calfskin. Correctly padded and without hump. Laced all around and at thumb. Strap-and-buckle fastening.



No. 1F. Each, \$3.50



Showing Back of No. 1F Mitt

Spalding "League Special" Fielders' Mitts



No. 2F

The easiest, most pliable and best made fielders' mitt ever made. Molded brown calfskin face; extra full thumb, laced; leather lined. Strap-and-buckle fastening

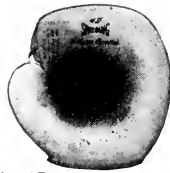
No. 2F. Each, \$3.00



No. 3F

This mitt is made of specially tanned black calfskin; padded with best felt; reinforced and laced at thumb; leather lined. Strap-and-buckle fastening

No. 3F. Each, \$3.00



No. 4F

Made of the very best and softest white tanned buckskin; the thumb and at wrist is extra well padded; laced thumb; leather lined. Strap-and-buckle fastening.

No. 4F. Each, \$3.00

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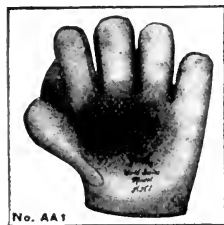
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Spalding "World Series" PROFESSIONAL MODELS Infielders' Gloves



It is often very hard to express in words the reasons why one article which does not look so very different from another is yet far superior as regards its playing qualities. This is so with our No. AA1 glove. It is the same model as used by the men who bore the brunt of the playing in the World Series, as it includes in its construction their practical ideas as champion ball players. Made especially for professional players, men who must have the best thing for the purpose. Finest quality buckskin, very little padding, and that in just the right place. Leather lined throughout.

No. AA1. Each, \$4.00

All gloves described on this page are made regularly with Web of leather between Thumb and First Finger, which can be cut out very easily if not required.



ILLUSTRATING DIVERTED SEAMS

All Spalding Infielders' Gloves are made with our patented diverted seam between fingers, adding considerably to the durability of the gloves.

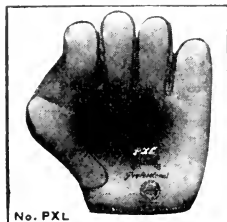
Patented Mar. 10, 1908

Patented June 28, 1910
Professional Model. This glove includes the famous King Patent lacing and adjustable padding, making it possible for a player to arrange the amount and position of the padding to suit his individual ideas. As we make this glove it is really two complete gloves, one inside the other. It has been highly praised by some of the greatest players on the diamond to-day who use this style glove exclusively in all their games. Finest quality buckskin.

Leather lined throughout.

No. BB1. Each, \$4.00

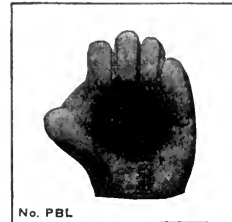
Spalding "Professional" Infielders' Glove (FULL LEATHER LINED)



Buckskin used in this glove is the finest obtainable. Heavily padded around edges and little finger. Made extra long to protect the wrist. Leather lined throughout.

No. PXL. Each, \$3.50

Spalding "Professional Jr." Infielders' Glove (FULL LEATHER LINED)



Youths' professional style. Of selected velvet tanned buckskin. Material, workmanship and style same as No. PXL men's size glove. Leather lined throughout.

No. PBL. Each, \$2.50

Spalding "League Extra" Infielders' Glove (FULL LEATHER LINED)



Finest quality black calfskin. Material and workmanship, also general design similar to No. PXL. Highest quality infielders' glove. Leather lined throughout.

No. RXL. Each, \$3.50

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Spalding Infielders' Gloves

All the Gloves described below are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

Spalding "League Special" Infielders' Glove

Full Leather Lined



Made throughout of specially tanned calfskin. Padded with best quality felt. Made extra long to protect wrist. Highest quality workmanship throughout. Leather lined throughout.

No. XWL. Each, \$3.00

Spalding "Inter-City" Infielders' Glove

Full Leather Lined



This is a professional style glove, made with specially padded little finger, and extra large thumb, welled seams. Made of good quality black calf. Leather lined throughout.

No. 2XR. Each, \$2.50

Spalding "International" Infielders' Glove

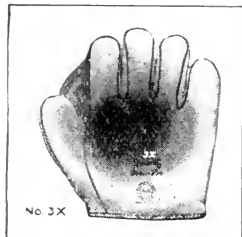
Full Leather Lined



Made of special quality smoked horse hide, professional style, with specially padded little finger and extra large thumb; welled seams. A very practical glove. Leather lined throughout.

No. 2Y. Each, \$2.50

Spalding "Semi-Pro" Infielders' Glove

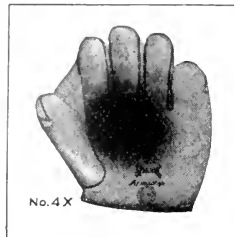


Made of good quality gray buck tanned leather. This is a large model. Correctly padded and very popular. Welled seams.

No. 3X. Each, \$2.00

Spalding "Association" Infielders' Glove

Full Leather Lined



Good quality olive tanned leather, nicely padded and leather lined throughout, with inside hump; welled seams. Very good value.

No. 4X. Each, \$2.00

Spalding "Amateur" Infielders' Glove



Good quality black tanned leather, correctly padded and extra large thumb; welled seams. Well made throughout.

No. 3XR. Each, \$2.00

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Spalding Infielders' Gloves

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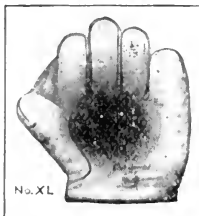
All Spalding Infielders' Gloves are made with our patented diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

SPALDING "Match" Infielders' Glove



No. 11. Full size professional style glove; made throughout of special tanned buff colored leather, welted seams; correctly padded. Each, \$1.50

SPALDING "Club Special" Infielders' Glove Leather Lined



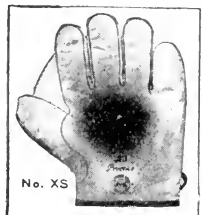
No. XL. Made of special white tanned leather, correctly padded on professional model; welted seams; leather lined. Each, \$1.50

SPALDING "Champion" Infielders' Glove



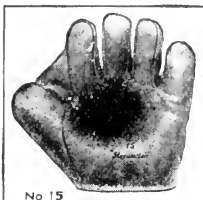
No. XR. Full size black leather glove; professional model; properly padded; welted seams. A very popular glove. Each, \$1.50

SPALDING "Practice" Infielders' Glove



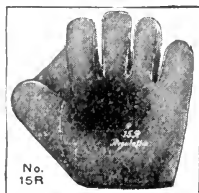
No. XS. Men's size glove. Made of good quality white velvet tanned leather; well finished, welted seams; inside hump. Each, \$1.25

SPALDING "Regulation" Infielders' Glove Leather Lined



No. 15. Men's size glove. Brown tanned leather, correctly padded and well made; palm leather lined. Each, \$1.00

SPALDING "Regulation" Infielders' Glove Leather Lined



No. 15R. Men's size. Made of good quality black tanned leather, padded, with inside hump; palm leather lined. Each, \$1.00

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SPALDING INFIELDER'S GLOVES

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All Spalding Infielders' Gloves are made with our patented diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

Spalding "Boys' Special" Infielders' Glove

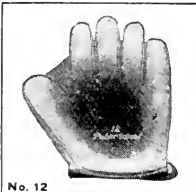
Full Leather Lined

No. XB. Boys' professional style; good quality special tanned white leather, welted seams; leather lined throughout. Each, \$1.00

Spalding "Public School" Infielders' Glove

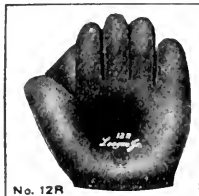
Leather Lined

No. 12. Full size, white tanned leather, correctly padded; inside hump; palm leather lined. Ea. 75c.



Spalding "League Jr." Infielders' Glove

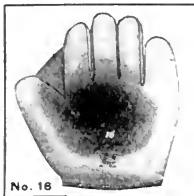
Leather Lined



Men's size. Black smooth tanned leather, lightly padded, but extra long; palm leather lined. No. 12R. Each, 75c.

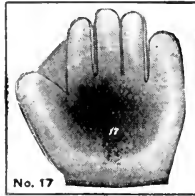
Spalding "Junior" Infielders' Glove

Leather Lined



Full size, white chrome tanned leather, lightly padded, but extra long; palm leather lined. No. 16. Each, 50c.

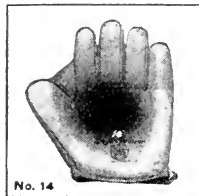
Spalding "Youths'" Infielders' Glove



Good size, special brown smooth tanned leather, nicely padded, and inside hump. No. 17. Each, 50c.

Spalding "Boys' Amateur" Infielders' Glove

Leather Lined



Youths' professional style. Special tanned white leather, correctly padded, and inside hump; palm leather lined. No. 14. Each, 50c.

Spalding "Boys' Own" Infielders' Glove

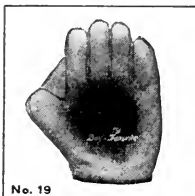
Leather Lined



Made of oak tanned leather, correctly padded; palm leather lined. No. 18. Each, 25c.

Spalding "Boys' Favorite" Infielders' Glove

Leather Lined



Special tanned white leather, lightly padded and has inside hump; palm leather lined. No. 19. Each, 25c.

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SPALDING BASE BALL MASKS

Spalding "World Series" Mask

PATENT APPLIED FOR

No. 7-0. This mask possesses a combination of good points that are not equalled in any other style. The frame is of specially annealed steel wire, extra heavy and black finish. Each joining of wires is carefully reinforced and then heavily soldered. The padding is of the most comfortable "continuous" style ever put in a base ball mask, all hair-filled and leather covered. Improved patent elastic head strap. Each, \$5.00

Spalding "Special Soldered" Mask

No. 6-0. Each crossing of the wires very heavily soldered. Extra heavy wire frame, black finished; continuous padding on sides, special forehead pad and molded leather chin-piece; special elastic head-band and detachable cloth sun-shade. Each, \$4.00

Spalding "Sun Protecting" Mask

No. 4-0. With patent molded leather sun-shade, protecting the eyes without obstructing the view. Made throughout of finest steel wire, extra heavy black finish. Fitted with molded leather chin-strap, improved design; hair-filled pads, including forehead pad and special elastic head-band. Each, \$4.00

Spalding "Neck Protecting" Mask

No. 3-0. The neck protecting arrangement affords positive protection to the neck. Finest steel wire, extra heavy and black finish, hair-filled pads and special elastic head-strap. Each, \$3.50

Spalding "Semi-Pro" League Mask

No. 0-P. Extra heavy best black annealed steel wire. Special continuous side pads, leather covered, hair-filled; special forehead pad; molded leather chin-strap; elastic head-band. Each, \$2.50

Spalding "Regulation League" Masks

No. 2-0. Extra heavy best black annealed steel wire. Hair-filled padding of improved design, including forehead pad, and molded leather chin-strap; special elastic head-band. Each, \$2.00

No. 0-X. Men's size, heavy soft annealed steel wire, finished in black. Improved leather covered pads, including forehead pad and molded leather chin-strap. Each, \$1.50

Each, \$1.50

No. 0XB. Best youths' mask, black finish, soft annealed steel wire, similar quality throughout to No. 0-X. Each, \$1.50

Each, \$1.50



No. 6-0



No. 3-0

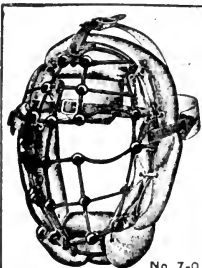
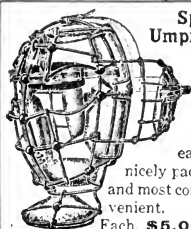


No. 2-0

Spalding Umpires' Mask

No. 5-0. With neck protecting attachment and a special ear protection, nicely padded. Safest and most convenient.

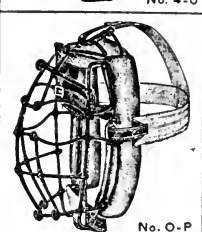
Frank (Silk) O'Loughlin, the well-known American League Umpire. Each, \$5.00



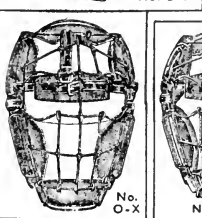
No. 7-0



No. 4-0



No. 0-P



No. 0-X



No. 0XB

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No. A. Men's black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. Each, \$1.00

Spalding Men's Amateur Mask



No. B. Youths' black enameled steel wire, and similar in quality throughout No. A, but smaller in size. Each, \$1.00

Spalding Boys' Amateur Mask



No. C. Black enameled, pads covered with leather, wide elastic head-strap, leather strap-and-buckle. Each, 50c.

Spalding Youths' Masks



No. D. Black enameled. Smaller in size than No. C. A substantial mask for boys. Each, 25c.

SPALDING INFLATED BODY PROTECTORS

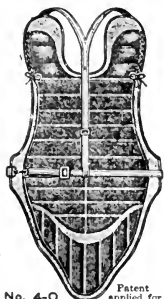
No. 4-0. "World Series" Model. Extra strong tan covering, bound edges. Inflated body, fitted with special shoulder padding (Patent applied for) and special body strap. Full size. Used by catchers in the National, American and other leagues. Each, \$10.00

No. 3-0. "Intercollegiate." Covering of special imported material. Inflated. Full size. Each, \$9.00

No. 2-0. "Minor League." Cover of durable material. Made in best possible manner. Inflated. Full size. Ea. \$7.50

No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, \$6.00

No. 1. "Amateur." Same size as No. 0. Brown, special quality covering. Inflated. Each, \$4.00



No. 4-0 Patent applied for.

No. M. "Interscholastic." Very well made. Inflated. Each, \$3.50

No. 2. "Youths'." Good size. Inflated. Each, \$3.00

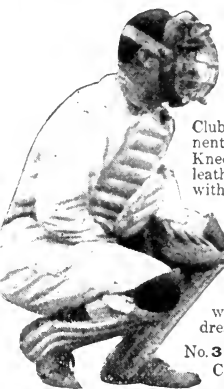
Spalding Leg Guards for Base Ball Catchers

As supplied to Roger Bresnahan, manager-catcher of St. Louis National League Club, and to other prominent league catchers.

Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from sharp spikes. Covered with special quality white buck dressed leather.

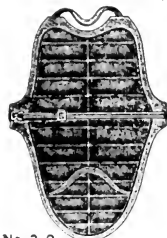
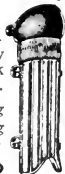
No. 33. Spalding Catchers' Leg Guards

Pair, \$6.00



ROGER BRESNAHAN

WEARING SPALDING LEG GUARDS



No. 2-0

Spalding Umpires' Body Protectors

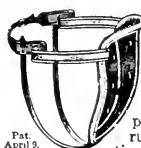
No. L. Inflated; large size, best quality. Each, \$10.00

Give length and width required when ordering Umpires' body protectors.

Spalding Leather Abdomen Protector



Heavy sole leather, well padded with quilted lining and non-elastic bands, with buckles at side and elastic at back. For boxing, hockey, foot ball, etc. No other supporter necessary with this style. No. S. Each, \$3.00



Pat. April 9, 1907

Aluminum, edges well padded with rubber. Elastic cross bands and belt. No. 3. Each, \$3.50

Spalding Aluminum Abdomen Protector

Spalding Wire Abdomen Protector



Heavy wire, well padded with wool fleece and chamois. Leather belt, straps for fastening. Used with any of our regular supporters or suspensories. No. 4. Each, \$2.00

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SPALDING BASE BALL SHOES



No. 30-S
Sprinting

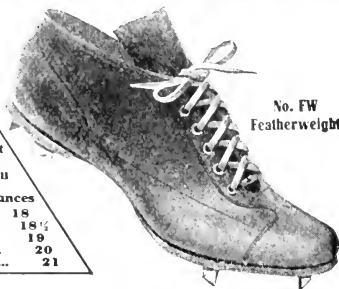


Showing Sole of Nos. 30-S and F.W. Shoes

Sizes and Weights of Spalding Featherweight Base Ball Shoes

The Lightest Base Ball
Shoe Ever Made

Size of Shoe	Ounces
5	18
6	18 1/2
7	19
8	20
9	21



No. FW
Featherweight

Spalding Sprinting Base Ball Shoe

Selected kangaroo leather and built on our famous running shoe last. This shoe is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. 30-S. Pair, \$7.00

Spalding "Featherweight" Base Ball Shoe

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. FW. Per pair, \$7.00



No. 0



No. 35



No. 37

Spalding Club Special

Carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole.

No. 0. Per pair, \$5.00

Spalding Amateur Special

Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

No. 35. Per pair, \$3.50

Spalding Junior

A leather shoe, made on regular base ball shoe last. Plates riveted to heel and sole. An excellent shoe for the money, but **not** **Guaranteed**.

No. 37. Per pair, \$2.50

Juvenile Base Ball Shoes

Made on special boys' size lasts; similar to those that we use in our regular men's shoes. The shoes are made in the Spalding Factory and in exactly the same careful manner as our regular line of men's shoes. Good quality material throughout and steel plates.

No. 38. Furnished in boys' sizes, 12 to 5, inclusive, only. Per pair, \$2.00

SPECIAL NOTICE. We recommend for use on base ball shoes to keep the leather pliable and in good condition, even when shoes are used during wet weather, "Spalding Waterproof Oil for Athletic Shoes." Per can, 25 Cents.

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Spalding Bat Bags
 No. 2. Heavy waterproof canvas, leather reinforced at ends; holds 12 bats. Each, **\$3.50**
 No. 3. Same as above; to hold 6 bats. Each, **2.00**

Individual Bat Bags
 No. 01. Good quality heavy Leather Bat Bag, for 6 bats; used by most league players. Each, **\$4.00** ★ \$42.00 Doz.
 No. 02. Heavy waterproof canvas; leather cap at each end. Each, **\$1.50** ★ \$16.00 Doz.
 No. 03. Heavy canvas; leather cap at one end. Each, **\$1.00** ★ \$10.50 Doz.

Spalding Special Club Bat Bag
 Heavy canvas with strong reinforcing straps running lengthwise and heavy leather ends. Holds 26 to 30 bats.
 No. 8. Spalding Special Club Bat Bag. **\$12.00**

Spalding League Club Bat Bag
 For league clubs particularly; a special bag of extra heavy sole leather, riveted, reinforced leather ends; fastened with three heavy brass harness buckles, one with lock to secure while traveling. Extra heavy leather handle at each end for carrying; 14 inches in diameter; will hold three dozen full size bats. Just the thing for clubs with schedules requiring any amount of traveling. No. 7. Spalding League Club Bat Bag. **\$30.00**

Spalding Pitchers' Box Plates
 No. 3. Made in accordance with National League regulations and of extra quality white rubber. Complete with pins. Each, **\$7.50**
 No. 2. Composition material, pitchers' box plate. Complete with pins. Each, **\$4.00**
Rubber Home Plates
 No. 1. In accordance with National League regulations. Extra quality white rubber. Complete with pins **\$10.00**

No. C. Composition material home plate, regulation size and shape. Complete with pins. Each, **\$5.00**

Spalding Foul Flags Made of bunting, 18x24 inches; any color; one letter stitched on each side. Complete with 7-foot spear-head staff. Ea., **\$1.50**

Prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more at one time. Quantity prices NOT allowed on items NOT marked with ★

Spalding Uniform Bags
 Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with compartments for shoes, etc.
 No. 2. Bag leather; well made. Each, **\$6.00**
 No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. Each, **\$3.00**
 No. 6. Brown canvas roll; leather straps and handle. Each, **\$1.50**
 No. 5. Combined Uniform and Bat Bag. Style similar to regular uniform bags, but furnished with extra compartment to carry one bat. Best canvas. Each, **\$4.00**

No. 4. Individual Uniform Bag
 Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. **\$2.50**
 Lettering on any of above bags extra. Prices on Application.

Spalding Base Ball Bases.
 Complete with straps and spikes
 No. 0. League Club Bases, filled, extra quality canvas; quilted. Set of 3, **\$6.00**
 No. 1. Canvas Bases, filled, well made; not quilted. Set of 3, **\$5.00**
 No. 2. Canvas; filled, ordinary quality. Set of 3, **\$3.50**
 No. 4. Unfilled Canvas Bases, laced so that they may be filled with sand or other material. Complete with canvas straps. Set of 3, **\$1.00**

Extra Straps and Spikes
 Straps for Nos. 0 and 1 Bases. Ea., **50c.**
 Straps for No. 2 Bases. " **40c.**
 Spikes for Nos. 0 and 1 Bases. " **10c.**
 Spikes for No. 2 Bases. " **5c.**

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HARRY DAVIS
Captain Philadelphia Athletics
World Champions, 1910
Outfitted Complete by
A. G. SPALDING & BROS.

Spalding Base Ball Uniforms

For more than thirty years A. G. Spalding & Bros. have been making base ball clothing, and in that time have accumulated a superior knowledge of the requirements of the base ball player, so that Spalding Uniforms possess an advantage that even the wearer himself is unable to describe. He simply knows that the uniform fits him correctly and as an athletic outfit should, giving him perfect freedom in all his movements and yet looking trim and neat; and he knows also that the outfit is well made and of good material, because it wears like iron and he can generally use it two seasons.

Spalding Base Ball Uniforms and Equipment are used universally by all the principal Professional and Amateur Base Ball Teams in every country where Base Ball is played.

Complete set of sample cards showing swatches of various colors and qualities of material that we actually furnish in our Base Ball Uniforms, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

SPALDING "WORLD SERIES" UNIFORM No. 0—Highest Grade Made

COLORS: Navy Stripe, Green Stripe, White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal.

Workmanship and material in this uniform is of very highest quality throughout. Special material which we supply in our No. 0 Uniform has become almost as closely identified with our concern as the Spalding Trade-Mark. It is of a special weave made by only one mill, to our knowledge, and is in our opinion really the finest piece of material ever produced for a first grade base ball outfit. Used exclusively by all league and professional clubs for years past is sufficient evidence of its quality and durability.

Spalding "World Series" Uniform No. 0. Complete, \$15.00
Net price to clubs ordering for *Entire Team*. Suit, **\$12.50**

To the best clubs we are now supplying regularly, shirts with three-quarter sleeves, but we will furnish without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

Spalding "World Series" Shirt, any style
Spalding "World Series" Pants, any style
Spalding "World Series" Cap, any style
Spalding Web Belt, No. 3-0, leather lined; or, Solid Leather Belt, No. 400; Tan or Black.
Spalding Stockings, No. 3-0.

No. 30C Striped Stockings in stock colors furnished at No Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

SPALDING "LEAGUE" UNIFORM No. 1-T

COLORS: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, Cardinal, and to satisfy a special call from Army Posts, a new color, Army Olive.

This uniform is made of a new first grade special twill material to answer the demand for a heavy weight uniform at a cheaper price than our No. 0. The material is of the same weight as our No. 0. Workmanship and finish same as in our No. 0.

Spalding "League" Uniform No. 1-T. Complete, \$12.50
Net price to clubs ordering for *Entire Team*. Suit, **\$10.00**

To the best clubs we are now supplying regularly, shirts with three-quarter sleeves, but we will furnish without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

Spalding "League" Shirt, any style
Spalding "League" Pants, any style
Spalding "League" Cap, any style
Spalding "League" Web Belt, No. 2; or, Solid Leather Belt, No. 800; Tan or Black.
Spalding "League" Stockings, No. 1R.

No. 1RC Striped Stockings in stock colors furnished at No Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

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Why Spalding Uniforms are Best

Because they are actually cut from measurements in the same manner as high class custom clothing, after making allowances necessary in an athletic outfit, and are not cut after block patterns simply to lessen manufacturing cost.

Because we make them ourselves in our own well ventilated and sanitary factories, the goods never leaving our own establishment from the time it comes in from the mill in a piece until it goes out a finished garment ready for the Base Ball Player to put on.

THE INTERSCHOLASTIC UNIFORM No. 2

COLORS: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal

Made of same grade of material as our higher priced uniforms, but of lighter weight. This is one of our most popular suits and will give the best of satisfaction. Can usually be worn two seasons.

Interscholastic Uniform No. 2.

Complete, \$9.00
Net price to clubs ordering for Entire Team. Suit, **\$7.50**

- Interscholastic Shirt, any style
- Interscholastic Pants, any style
- Interscholastic Cap, any style
- Interscholastic Web Belt, No. 47; or, Solid Leather Belt, No. 725; Tan, Orange or Black.
- Interscholastic Stockings, No. 2R.



No. 2RC Striped Stockings in stock colors furnished at No Extra Charge if desired.
Special Colors Extra, 25c. per pair.

We have on hand a special flannel, *Royal Purple*, dyed particularly for teams connected with the *Order of Elks*. While we do not recommend that this be made up solid color in suits, still it makes a beautiful combination as trimming on white flannel, and we are making these uniforms now in that way in Nos. 0 and 2 qualities only.

THE MINOR LEAGUE UNIFORM No. M

COLORS: Navy Blue, Blue Gray, Dark Gray, Brown Gray, and White

This uniform, which is now in our regular line, we put out originally supplied on special order to some of the more prominent of the Minor League teams. It is a good quality heavy weight uniform, very durable and well made.

Minor League Uniform No. M.

Complete, \$9.00
Net price to clubs ordering for Entire Team. Suit, **\$7.50**

- Minor League Shirt, any style
- Minor League Pants, any style
- Minor League Cap, plain, any style
- Minor League Web Belt, No. 23; or, Solid Leather Belt, No. 800; Tan or Black.
- Minor League Stockings No. 1R.

No. 1RC Striped Stockings in stock colors furnished at No Extra Charge if desired.
Special Colors Extra, 25c. per pair.



FRANK CHANCE
Manager of Chicago National League Team, winners of the National League Pennant.
Outfitted Completely by
A. G. SPALDING & BROS.

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club.
Extra charge for all lettering on caps.

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Extra charge for all lettering on caps.

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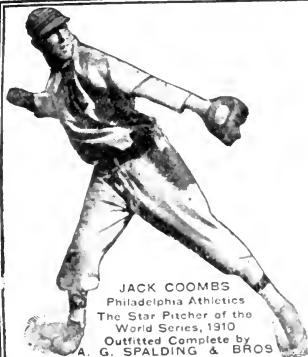
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SPALDING Base Ball Uniforms

Spalding Uniforms for Amateur and Semi-Professional Base Ball clubs are made in the same careful manner and under exactly the same perfect conditions as the outfits we supply to the professional League Teams; in fact, the Amateur Team secures the benefit of the many special features that we develop from time to time through constant association with the principal league players, little items of construction that do not occur to the ordinary manufacturer, but which make all the difference in the world when it comes to actually wearing the uniforms for ball playing, we incorporate in our Uniforms, without extra charge. The amateur clubs buying Spalding Uniforms get the style, fit and finish of the League outfits, but at prices well within their means.

THE CITY LEAGUE UNIFORM No. P

Good quality. In neat and attractive checks, plaids and stripes, also in plain White. Finished like our best quality.

City League Uniform No. P. Complete, \$7.50
Net price to clubs ordering for *Entire Team*. Suit, **\$6.00**
The City League Shirt, any style
The City League Pants, any style
The City League Cap, any style
The City League Web Belt No. 23; or, Solid
Leather Belt No. 800; Tan or Black.
The City League Stockings, No. 3R.
No. 3RC Striped Stockings in stock colors furnished at No
Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

Colors: White with Blue Check, Brownish Blue Shadow Plaid, Grayish Brown with Blue Stripe, Bluish Gray, Light Blue Plaid and Brown Stripe, and Plain White

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

THE CLUB SPECIAL UNIFORM No. 3

Made of good quality flannel in a variety of very desirable patterns. Well finished and a most excellent outfit for amateur clubs.

Club Special Uniform No. 3. Complete, \$6.00
Net price to clubs ordering for *Entire Team*. Suit, **\$5.00**
The Club Special Shirt, style A
The Club Special Pants, any style
The Club Special Cap, any style
The Club Special Web Belt No. 23; or, Solid
Leather Belt No. 754; Tan, Orange or Black.
Club Special Stockings, No. 3R.
No. 3RC Striped Stockings in stock colors furnished at No
Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

Colors: White, Blue Gray, Brown Gray, Dark Gray, Maroon, Navy, Green, and Black

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

THE AMATEUR SPECIAL UNIFORM No. 4

Made of good quality cloth, and compares favorably with uniforms of other makers quoted at a much higher price. Very popular with the younger base ball players.

Amateur Special Uniform No. 4. Complete, \$5.00
Net price to clubs ordering for *Entire Team*. Suit, **\$4.00**
Amateur Special Shirt, style A
Amateur Special Pants, padded
Amateur Special Cap, any style
Amateur Special Web Belt No. 4; or, Solid Leather Belt No. 754; Tan or Orange.
Amateur Special Stockings No. 4R.
No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

Colors: White, Light Gray, Blue Gray, Dark Gray, Maroon, Navy Blue, Green, and Black

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

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Spalding Junior and Youths' Uniforms

We make a specialty of our Junior and Youths' Uniforms to illustrate to the young player in a practical manner just what we mean by our claims of superiority in uniform manufacture. We use plenty of material in every article—nothing is skimmed; the sewing and finishing is carefully done, and the uniforms not only look well, but they feel comfortable when put on and they give good service even under the roughest kind of usage.

THE SPALDING JUNIOR UNIFORM No. 5

COLORS: Gray, Cardinal, Navy Blue, Blue Gray, Brown Mixed, and White

This uniform is made expressly for clubs composed of boys and youths, and will stand the hardest kind of wear.

Spalding Junior Uniform No. 5. Complete, \$4.00

Net price to clubs ordering nine or more uniforms. Suit. **\$3.00**

Spalding Junior Shirt, style A only

Spalding Junior Pants, padded

Spalding Junior Web Belt, No. 4

Spalding Junior Cap, any style

Spalding Junior Stockings, No. 4R

No. 4RC Striped Stockings furnished, if desired, at No

Extra Charge, but in stock colors only.

THE SPALDING YOUTHS' UNIFORM No. 6

Spalding Youths' Uniform No. 6. Complete, **\$1.00**

Very well made of good quality Gray material.

Spalding Youths' Shirt, style A, untrimmed, button front; with one felt letter only

Spalding Youths' Pants, padded only.

Spalding Youths' Cap, styles 21 and 15

Spalding Youths' Web Belt, No. 5

Spalding Youths' Stockings, No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

SPECIAL NOTICE:—Where No. 6 Uniforms are ordered WITHOUT Stockings we supply the Shirts with either Solid Blue or Red Collars, and with Half Sleeves trimmed at bottom at same price as for regular equipment described above.



CHRISTY MATHEWSON

New York National League Team

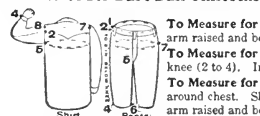
Outfitted Complete by

A. G. SPALDING & BROS.

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

No larger sizes than 30-inch waist and 34-inch chest furnished in this uniform. Extra charge for all lettering on caps. One letter only furnished on shirts.

How to Order Base Ball Uniforms



To Measure for Shirt. State size of collar. Length of sleeve from shoulder to wrist with arm raised and bent, see diagram (2 to 4). Around chest (5-5). Yoke 7 to 8.

To Measure for Pants. Around waist (1-1). Out-seam from waist-band to 8 inches below knee (2 to 4). In-seam from crotch to 8 inches below knee (5 to 6). Around hips (7-7).

To Measure for Sock Coat. Length (1 to 2), length desired. Chest (7 to 7) under arms, around chest. Sleeves, from center of back (3) to shoulder (4) and to wrist (5) with the arm raised and bent, as shown in diagram.



Sock Coat

Send us by Express, C. O. D., to (Enclose 25 Per Cent. of amount with order)

City _____ County _____ State _____ Wanted for Game, Date _____

Quality of Uniform _____ Color _____ Style of Shirt, Lace or Button _____ SHIRT—State whether Full Length, Elbow or

Detachable Sleeves _____ PANTS—Elastic or Tape Bottoms _____ Padding or not _____ Style of

Cap _____ On No. 5 Caps state color of bands _____ Belts, Leather or Web _____ Color _____ Color of Stockings _____

NAMES	SHIRTS				PANTS				Cap	Belt	Hose	Shoes	REMARKS
	Collar	Sleeves 2 to 4	Chest 5-5	Yoke 7 to 8	Around Waist 2 to 4	Out-seam 5 to 6	In-seam 6 to 8	Around Hips 7-7					

Use this form in absence of special measurement blanks. Cut out above, paste at top of sheet of paper and enter and measure each man separately as indicated by numbers given and shown in diagrams.

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Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, 12 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures his supply of Spalding Athletic Goods direct from the manufacturer under a restricted retail price arrangement by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

FIRST—The user is assured of genuine Official Standard Athletic Goods, and the same fixed prices to everybody.

SECOND—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are required to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

Positively, nobody; not even officers, managers, salesmen or other employes of A. G. Spalding & Bros., or any of their relatives or personal friends, can buy Spalding Athletic Goods at a discount from the regular catalogue prices.

This, briefly, is the "Spalding Policy," which has already been in successful operation for the past 12 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "**Standard**" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-three years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

Standard Goods, with a reputation to uphold and a price higher than a manufacturer of cheap goods, whose Standard Quality depends principally

on the quality of the materials used, are more unstable than poverty itself.

A. G. Spalding & Bros.

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MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
BUFFALO	CLEVELAND	SEATTLE
SYRACUSE	COLUMBUS	MINNEAPOLIS
BALTIMORE	INDIANAPOLIS	ST. PAUL
WASHINGTON	PITTSBURG	DENVER
LONDON, ENGLAND	ATLANTA	DALLAS
BIRMINGHAM, ENGLAND	LOUISVILLE	
MANCHESTER, ENGLAND	NEW ORLEANS	
EDINBURGH, SCOTLAND	MONTREAL, CANADA	
SYDNEY, AUSTRALIA	TORONTO, CANADA	

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities:

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BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.

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